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# Charlotte Greenwood

## Programming Journal 1994

Dated between 1994 and 1995.

Hardcover book, A5 size, approx 132 pages (original)

# ur Planner

	Jan	Feb	March	April	May	June
ay						
ay		1	1 <input type="checkbox"/>			
esday		2	2			1
day		3	3			2
		4	4	1 C		3
lay	1	5	5	2		4
ay	2	6	6	3	1 C	5
ay	3	7	7	4	2	6
ay	4	8	8	5	3 <del>3.00</del>	7
esday	5	9	9	6	4 10.00	8
day	6	10	10	7	5 3.35	9
	7	11	11	8	6	10
lay	8	12	12	9	7	11
ay	9	13	13	10	8	12
lay	10	14	14	11	9	13
ay	11	15	15 10:30AM	12	10	14
esday	12	16	16 3:00PM	13	11	15
day	13	17	17 8AM	14	12	16
	14	18	18 11AM	15	13	17
lay	15	19	19	16	14	18
ay	16	20	20	17	15	19
lay	17	21	21 12-12:00	18	16	20
ay	18	22 X- <input checked="" type="checkbox"/>	22 X <input type="checkbox"/> 12:00	19	17	21
esday	19	23	23	20	18	22
day	20	24	24	21	19	23
	21	25	25	22 X <input type="checkbox"/>	20	24
day	22	26	26	23	21	25
ay	23	27	27	24	22	26
lay	24	28	28	25	23 X <input type="checkbox"/>	27
lay	25		29	26	24	28
esday	26		30	27	25	29
day	27		31	28	26	30
y	28			29	27	
day	29			30	28	
ay	30				29	
lay	31				30	
lay					31	

1994

9th THUR 3:35

July	Aug	Sept	Oct	Nov	Dec	
						Monday
	1					Tuesday
	2			1		Wednesday
	3			2		Thursday
	4	1		3	1	Friday
	5	2		4	2	Saturday
	6	3	1	5	3	Sunday
	7	4	2	6	4	Monday
	8	5	3	7	5	Tuesday
	9	6	4	8	6	Wednesday
	10	7	5	9	7	Thursday
	11	8	6	10	8	Friday
	12	9	7	11	9	Saturday
	13	10	8	12	10	Sunday
	14	11	9	13	11	Monday
	15	12	10	14	12	Tuesday
	16	13	11	15	13	Wednesday
	17	14	12	16	14	Thursday
	18	15	13	17	15	Friday
	19	16	14	18	16	Saturday
	20	17	15	19	17	Sunday
	21	18	16	20	18	Monday
	22	19	17	21	19	Tuesday
	23	20	18	22	20	Wednesday
	24	21	19	23	21	Thursday
	25	22	20	24	22	Friday
	26	23	21	25	23	Saturday
	27	24	22	26	24	Sunday
	28	25	23	27	25	Monday
	29	26	24	28	26	Tuesday
	30	27	25	29	27	Wednesday
	31	28	26	30	28	Thursday
		29	27		29	Friday
		30	28		30	Saturday
			29		31	Sunday
			30			Monday
			31			Tuesday

## 1993 Bank &amp; Public Holidays

May

Wk	M	T	W	T	F	S	S
17						1	2
18	3	4	5	6	7	8	9
19	10	11	12	13	14	15	16
20	17	18	19	20	21	22	23
21	24	25	26	27	28	29	30
22	31						

June

Wk	M	T	W	T	F	S	S
22		1	2	3	4	5	6
23	7	8	9	10	11	12	13
24	14	15	16	17	18	19	20
25	21	22	23	24	25	26	27
26	28	29	30				

## England and Wales

New Year	January 1
Good Friday	April 9
Easter Monday	April 12
Bank Holiday	May 3
Bank Holiday	May 31
Bank Holiday	August 30
Christmas Day	December 25
Boxing Day (Sun)	December 26
Bank Holidays	December 27/28

## Scotland

New Year	January 1
Bank Holiday	January 4
Good Friday	April 9
Bank Holiday	May 3
Bank Holiday	May 31
Bank Holiday	August 2
Christmas Day	December 25
Boxing Day (Sun)	December 26
Bank Holidays	December 27/28

November

Wk	M	T	W	T	F	S	S
44	1	2	3	4	5	6	7
45	8	9	10	11	12	13	14
46	15	16	17	18	19	20	21
47	22	23	24	25	26	27	28
48	29	30					

December

Wk	M	T	W	T	F	S	S
48			1	2	3	4	5
49	6	7	8	9	10	11	12
50	13	14	15	16	17	18	19
51	20	21	22	23	24	25	26
52	27	28	29	30	31		

## Northern Ireland

New Year	January 1
St. Patrick's Day	March 17
Good Friday	April 9
Easter Monday	April 12
Bank Holiday	May 3
Bank Holiday	May 31
Bank Holiday	July 12
Bank Holiday	August 30
Christmas Day	December 25
Boxing Day (Sun)	December 26
Bank Holidays	December 27/28

## Republic of Ireland

New Year	January 1
St. Patrick's Day	March 17
Good Friday	April 9
Easter Monday	April 12
Bank Holiday	June 7
Bank Holiday	August 2
Bank Holiday	October 25
Christmas Day	December 25
St. Stephen's Day (Sun)	Dec 26
Bank Holidays	Dec 27/28

## 1994 Bank &amp; Public Holidays

May

Wk	M	T	W	T	F	S	S
17							1
18	2	3	4	5	6	7	8
19	9	10	11	12	13	14	15
20	16	17	18	19	20	21	22
21	23	24	25	26	27	28	29
22	30	31					

June

Wk	M	T	W	T	F	S	S
22			1	2	3	4	5
23	6	7	8	9	10	11	12
24	13	14	15	16	17	18	19
25	20	21	22	23	24	25	26
26	27	28	29	30			

## England and Wales

New Year	January 3
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	May 2
Bank Holiday	May 30
Bank Holiday	August 29
Christmas Day (Sun)	December 25
Boxing Day	December 26
Bank Holiday	December 27

## Scotland

New Year	January 3
Bank Holiday	January 4
Good Friday	April 1
Bank Holiday	May 2
Bank Holiday	May 30
Bank Holiday	August 1
Christmas Day (Sun)	December 25
Boxing Day	December 26
Bank Holiday	December 27

November

Wk	M	T	W	T	F	S	S
44	1	2	3	4	5	6	7
45	8	9	10	11	12	13	14
46	15	16	17	18	19	20	21
47	22	23	24	25	26	27	28
48	29	30					

December

Wk	M	T	W	T	F	S	S
48			1	2	3	4	5
49	6	7	8	9	10	11	12
50	13	14	15	16	17	18	19
51	20	21	22	23	24	25	26
52	27	28	29	30	31		

## Northern Ireland

New Year	January 3
St. Patrick's Day	March 17
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	May 2
Bank Holiday	May 30
Bank Holiday	July 12
Bank Holiday	August 29
Christmas Day (Sun)	December 25
Boxing Day	December 26
Bank Holiday	December 27

## Republic of Ireland

New Year	January 3
St. Patrick's Day	March 17
Good Friday	April 1
Easter Monday	April 4
Bank Holiday	June 6
Bank Holiday	August 1
Bank Holiday	October 31
Christmas Day (Sun)	December 25
St. Stephen's Day	December 26
Bank Holiday	December 27

## 1995 Bank &amp; Public Holidays

May

Wk	M	T	W	T	F	S	S
18	1	2	3	4	5	6	7
19	8	9	10	11	12	13	14
20	15	16	17	18	19	20	21
21	22	23	24	25	26	27	28
22	29	30	31				

June

Wk	M	T	W	T	F	S	S
22				1	2	3	4
23	5	6	7	8	9	10	11
24	12	13	14	15	16	17	18
25	19	20	21	22	23	24	25
26	26	27	28	29	30		

## England and Wales

New Year	January 3
Good Friday	April 14
Easter Monday	April 17
Bank Holiday	May 1
Bank Holiday	May 29
Bank Holiday	August 28
Christmas Day	December 25
Boxing Day	December 26

## Scotland

New Year	January 2
Bank Holiday	January 3
Good Friday	April 14
Bank Holiday	May 1
Bank Holiday	May 29
Bank Holiday	August 27
Christmas Day	December 25
Boxing Day	December 26

November

Wk	M	T	W	T	F	S	S
44			1	2	3	4	5
45	6	7	8	9	10	11	12
46	13	14	15	16	17	18	19
47	20	21	22	23	24	25	26
48	27	28	29	30			

December

Wk	M	T	W	T	F	S	S
48				1	2	3	
49	4	5	6	7	8	9	10
50	11	12	13	14	15	16	17
51	18	19	20	21	22	23	24
52	25	26	27	28	29	30	31

## Northern Ireland

New Year	January 2
St. Patrick's Day	March 17
Good Friday	April 14
Easter Monday	April 17
Bank Holiday	May 1
Bank Holiday	May 29
Bank Holiday	July 12
Bank Holiday	August 28
Christmas Day	December 25
Boxing Day	December 26

## Republic of Ireland

New Year	January 2
St. Patrick's Day	March 17
Good Friday	April 14
Easter Monday	April 17
Bank Holiday	June 5
Bank Holiday	August 7
Bank Holiday	October 30
Christmas Day	December 25
St. Stephen's Day	December 26

## Metric units

### Area

100 sq millimetres	= 1 sq centimetre
100 sq centimetres	= 1 sq decimetre
100 sq decimetres	= 1 sq metre
100 sq metres	= 1 are
100 ares	= 1 hectare
100 hectares	= 1 sq kilometre

### Beer, wines and spirits

Proof spirit contains 57.03% pure alcohol by volume (at 50°F)

Proof strength in degrees = % of alcohol by volume (at 50°F) multiplied by 1.7535.

#### Beer

nip	= $\frac{1}{4}$ pint
small	= $\frac{1}{2}$ pint
large	= 1 pint
flagon	= 1 quart
anker	= 10 gallons
run	= 216 gallons

#### Wines and spirits

tot (whisky)	= $\frac{1}{8}$ , $\frac{1}{4}$ or $\frac{1}{2}$ gill
noggin	= 1 gill
bottle	= $\frac{1}{2}$ pints
Champagne	
2 bottles	= 1 magnum
4 bottles	= 1 jeroboam
20 bottles	= 1 nebuchadnezzar

### Book sizes

Crown Quarto	= 246 × 189 mm
Crown Octavo	= 186 × 123 mm
Demy Quarto	= 276 × 219 mm
Demy Octavo	= 216 × 138 mm
Royal Quarto	= 312 × 237 mm
Royal Octavo	= 234 × 156 mm
A4	= 297 × 210 mm
A5	= 210 × 148 mm

### Capacity

10 millilitres	= 1 centilitre
10 centilitres	= 1 decilitre
10 decilitres	= 1 litre
1 litre	= 1 cu decilitre
10 litres	= 1 dekalitre
10 dekalitres	= 1 hectolitre
10 hectolitres	= 1 kilolitre
1 kilolitre	= 1 cu metre

### Energy

1000 British thermal units (Btu.)	= 0.293 kWh
1000000 Btu	= 1 therm
1 UK horsepower	= 0.7457 kilowatt

### Temperature Conversion

Celsius	-18°	-10	0	10	20	30	40				
Fahrenheit	0°	10	20	32	40	50	60	70	80	90	100

## Length

1000 nanometres	= 1 micrometre
1000 micrometres	= 1 millimetre
10 millimetres	= 1 centimetre
10 centimetres	= 1 decimetre
1000 millimetres	= 1 metre
100 centimetres	= 1 metre
10 decimetres	= 1 metre
10 metres	= 1 dekametre
10 dekametres	= 1 hectometre
10 hectometres	= 1 kilometre
1000 kilometres	= 1 megametre

### Nautical

1852 metres	= 1 int. nautical mile
-------------	------------------------

### Paper sizes

Large post	= 16 $\frac{1}{2}$ × 21 in 419.1 × 533.4 mm
Demy	= 17 $\frac{1}{2}$ × 22 $\frac{1}{2}$ in 444.5 × 571.5 mm
Medium	= 18 × 23 in 457.2 × 584.2 mm
Royal	= 20 × 25 in 508 × 635 mm
Double crown	= 20 × 30 in 508 × 762 mm

### 'A' Series (metric sizes)

A0	= 841 × 1189 mm 33 $\frac{1}{2}$ × 46 $\frac{1}{2}$ in
A1	= 594 × 841 mm 23 $\frac{3}{4}$ × 33 $\frac{1}{2}$ in
A2	= 420 × 594 mm 16 $\frac{1}{2}$ × 23 $\frac{3}{4}$ in
A3	= 297 × 420 mm 11 $\frac{3}{4}$ × 16 $\frac{1}{2}$ in
A4	= 210 × 297 mm 8 $\frac{1}{4}$ × 11 $\frac{3}{4}$ in
A5	= 148 × 210 mm 5 $\frac{7}{8}$ × 8 $\frac{1}{4}$ in

## Petroleum

1 barrel	= 42 US gallons = 34.97 UK gallons = 0.159 cubic metre
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## Precious metals

24 carat implies pure metal.	
1 metric carat	= 200 milligrams
1 fine ounce	= 480 grains
1 troy ounce	= 31.1035 grams

## Volume

1000 cu millimetres	= 1 cu centimetre
1000 cu centimetres	= 1 cu decimetre
1000 cu decimetres	= 1 cu metre
1000 cu metres	= 1 cu dekametre

## Weight (mass)

1000 milligrams	= 1 gram
10 grams	= 1 dekagram
10 dekagrams	= 1 hectogram
10 hectograms	= 1 kilogram
100 kilograms	= 1 quintal
1000 kilograms	= 1 tonne

## Conversion Formulae

To Convert	Multiply by
Inches to Centimetres	2.540
Centimetres to Inches	0.393701
Feet to Metres	0.3048
Metres to Feet	3.2808
Yards to Metres	0.9144
Metres to Yards	1.09361
Miles to Kilometres	1.60934
Kilometres to Miles	0.621371
Sq Inches to Sq C/metres	6.4516
Sq C/metres to Sq Inches	0.155
Sq Metres to Sq Feet	10.7639
Sq Feet to Sq Metres	0.092903
Sq Yards to Sq Metres	0.836127
Sq Metres to Sq Yards	1.19599
Sq Miles to Sq Kilometres	2.58999
Sq Kilometres to Sq Miles	0.386103
Acres to Hectares	0.404678
Hectares to Acres	2.47101
Cub Inches to Cub C/metres	16.3871
Cub C/metres to Cub In	0.0610237
Cub Feet to Cub Metres	0.0283168
Cub Metres to Cub Feet	35.3147
Cub Yards to Cub Metres	0.764555
Cub Metres to Cub Yards	1.30795
Cub Inches to Litres	0.016387
Litres to Cub Inches	61.024
Gallons to Litres	4.546
Litres to Gallons	0.22
Grains to Grams	0.0648
Grams to Grains	15.43
Ounces to Grams	28.3495
Grams to Ounces	0.035274
Pounds to Grams	453.592
Grams to Pounds	0.00220462
Pounds to Kilograms	0.4536
Kilograms to Pounds	2.20462
Tons to Kilograms	1016.05
Kilograms to Tons	0.0009842

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The Numbering of weeks is in accordance with British Standard 4760 1971

### Country Code Abbreviation.

UK	United Kingdom (inc. Scotland)
SCO	Scotland
IRL	Rep. of Ireland
CAN	Canada
NI	Northern Ireland
USA	United States of America

# General Information

## Phases of The Moon 1994

New Moon				First Quarter				Full Moon				Last Quarter			
	d	h	m		d	h	m		d	h	m		d	h	m
Jan.....	11	23	10	Jan.....	19	20	27	Jan.....	27	13	23	Jan.....	5	00	00
Feb.....	10	14	30	Feb.....	18	17	47	Feb.....	26	01	15	Feb.....	3	08	06
Mar.....	12	07	05	Mar.....	20	12	14	Mar.....	27	11	09	Mar.....	4	16	53
Apr.....	10	17	07	Apr.....	19	02	34	Apr.....	25	19	45	Apr.....	3	02	55
May.....	9	08	26	May.....	18	12	50	May.....	25	03	39	May.....	2	14	32
June.....	8	21	37	June.....	16	19	56	June.....	23	11	33	June.....	1	04	02
July.....	7	08	45	July.....	16	01	12	July.....	22	20	16	July.....	30	19	31
Aug.....	5	18	33	Aug.....	14	05	57	Aug.....	21	06	47	Aug.....	30	12	40
Sept.....	5	03	55	Sept.....	12	11	34	Sept.....	19	20	00	Sept.....	29	06	41
Oct.....	3	13	35	Oct.....	11	19	17	Oct.....	19	12	18	Oct.....	28	00	23
Nov.....	2	23	54	Nov.....	10	06	14	Nov.....	18	06	57	Nov.....	27	16	44
Dec.....				Dec.....	9	21	06	Dec.....	18	02	17	Dec.....	26	07	04
													25	19	06

All times shown are G.M.T. Add 1 hour between March 27th and October 23rd to allow for BST.

## Time Differences

Hours plus or minus GMT in London

Accra.....	00.00	Colombo.....	+05.30	Lisbon.....	00.00	San Francisco.....	-08.00
Adelaide.....	+09.30	Copenhagen.....	+01.00	Los Angeles.....	-08.00	Santiago.....	-04.00
Alexandria.....	+02.00	Delhi.....	+05.30	Madrid.....	+01.00	Shanghai.....	+08.00
Amsterdam.....	+01.00	Detroit.....	-05.00	Malta.....	+01.00	Sierra Leone.....	00.00
Athens.....	+02.00	Durban.....	+02.00	Mauritius.....	+04.00	Singapore.....	+08.00
Baghdad.....	+03.00	Gibraltar.....	+01.00	Melbourne.....	+10.00	Stockholm.....	+01.00
Bangkok.....	+07.00	Halifax.....	-04.00	Montevideo.....	-03.00	St. Petersburg.....	+03.00
Beijing (Peking).....	+8.00	Helsinki.....	+02.00	Montreal.....	-05.00	Sydney N.S.W.....	+10.00
Bombay.....	+05.30	Hong Kong.....	+08.00	Moscow.....	+03.00	Tehran.....	+03.30
Buenos Aires.....	-03.00	Honolulu.....	-10.00	Nairobi.....	+03.00	Tokyo.....	+09.00
Cairo.....	+02.00	Houston.....	-06.00	New York.....	-05.00	Toronto.....	-05.00
Calcutta.....	+05.30	Istanbul.....	+02.00	Oslo.....	+01.00	Vancouver.....	-08.00
Calgary.....	-07.00	Jakarta.....	+07.00	Perth W.A.....	+08.00	Wellington.....	+12.00
Cape Town.....	+02.00	Karachi.....	+05.00	Rangoon.....	+06.30	Winnipeg.....	-06.00
Chicago.....	-06.00	Lagos.....	+01.00	Rio de Janeiro.....	-03.00	Yokohama.....	+09.00
Christchurch N.Z.....	+12.00	Lima.....	-05.00	Rome.....	+01.00	Zurich.....	+01.00

The times listed above compare the standard (winter) times in the various cities. Some countries adopt Summer (Daylight Saving) Time i.e. +1 hour, for part of the year.

British Summer Time (1 hour in advance of GMT) will be observed in the U.K. between 01.00 hrs on March 27th and 01.00 hrs on October 23rd.

## International Telephone Codes

Country	Country Code Dialling To	Access Code Dialling Out	Country	Country Code Dialling To	Access Code Dialling Out
Australia.....	61	0011	Malta.....	356	0
Austria.....	43	00	Mexico.....	52	00
Bahrain.....	973	00	Monaco.....	3393	19
Belgium.....	32	00	Morocco.....	212	00
Brazil.....	55	00	Netherlands.....	31	09
Canada.....	1	011	New Zealand.....	64	00
China.....	86	00	Nigeria.....	234	009
Czech Rep.....	42	00	Norway.....	47	095
Denmark.....	45	009	Poland.....	48	00
Egypt.....	20	00	Portugal.....	351	07
Finland.....	358	990	Russian Federation.....	7	810
France.....	33	19	Saudi Arabia.....	966	00
Germany.....	49	00	Singapore.....	65	005
Greece.....	30	00	Slovak Rep.....	38	00
Hong Kong.....	852	001	South Africa.....	27	091
Hungary.....	36	00	Spain.....	34	07
India.....	91	900	Sweden.....	46	009
Iran.....	98	00	Switzerland.....	41	00
Iraq.....	964	00	Taiwan.....	886	002
Israel.....	972	00	Trinidad & Tobago.....	1809	01
Italy.....	39	00	Tunisia.....	216	00
Japan.....	81	001	Turkey.....	90	99
Kuwait.....	965	00	U.K.....	44	010
Luxembourg.....	352	00	U.S.A.....	1	011
			Venezuela.....	58	00

Many countries are now linked to the International Direct Dialling System. To dial direct use the following sequence: Access Code; Country Code; Area Code; Number.

Example  
UK to Naples  
Italy to Birmingham

Access Code	Country Code	Area Code	Number
010	39	(081)	.....
00	44	021	.....

When dialling most Countries omit the prefix digit '0' from the Area Code

# Cash Account · January

Debit

Credit

WIRE

CCTV

(HOLE)

GRN/WHT

→

GRN/WHT

GRN/WHT

→

GRN

GRN/WHT

→

BLU/WHT

BLU/WHT

→

GRN

BLU

→

BLU

GRN

→

GRN/WHT

WIRE

PORT TEST

21

GREEN

INVERTED

GRN

INVERTED

GRN/WHT

=

~~21~~ - 2

BLUE

=

~~21~~ - 3

BLU/WHT

=

~~21~~ - 1

Total

Total

# Cash Account - February

## System Mappings

Debit

Credit

G FRED STORE  
H FRED SYSTEM  
I  
J  
K  
L

— ~~USER~~ AGENT = REX

M FANG APPS  
N FANG ARL  
O FANG SYSTEM  
P  
Q  
R  
S

— AGENT = ROVER

T FLAMINGO  
U ~~REDOX~~ ACCESS  
V  
W  
X  
Y  
Z

— AGENT = REDOX

WORK GROUP = TCS-UK2 ID = 496583877

Total

Total



# Cash Account · April

## (VIDEO CAPTURE UNIT)

Debit

Credit

BS BG

279 = LS, FS, LUM (HIGH)

37A = ~~XXXXXXXXXX~~. HOR POS (MSB) [0 = Low field, 1 = High field]

288 = LINE No.

379 = LUM (?)

27A = READ / WRITE (0 = WRITE, 1 = READ)

378 = HOR. POS.

< (GREEN PCB) >

Total

Total

# Cash Account · May

Beginning

Debit

79, 95, 127

1001111 - 79

1011111 - 95

1111111 - 127

1  
1

1001111 - 79

1011111 - 95

1111111 - 127

1  
1

FS/LS = MASK = 48d 30H

279H

Bit a =

32d

20H - (LS?)

Bit b =

47d

2FH - (FS?)

219H

Bit 0 =

FRAME No.

Credit

7th July

~~279H~~

FDX

with long  
26 character

May - Beg

1001111

11001111 - 207 (FS)

1011111 - 95 (LS)

LS = 10H ✓

FS = 80H ✓

32d

Total

Total

DONE.

## Total

# Cash Account · July

Debit

Credit

Total

Total

# Cash Account · August

Debit

Credit

CLK  
0 1  
DATA  
0 1

TEST ON (FOR DATA)

SLCT = 0  
= RESET

DATA can only enter  
the Shift Register when  
SLCT = 0

CLK  
0 1  
DATA  
0 1

RESET SIGNAL FOR  
SHIFT REG.

RM  
SLCT INL  
MAND  
READY

RESET ON:

SLCT = 0 AND READY = 0

(SLCT = 1 AND CLK = 1) = End of Terminal Ready  
(READY = 1)

(SLCT = 1 AND READY = 0) = START OF NEW PACKET

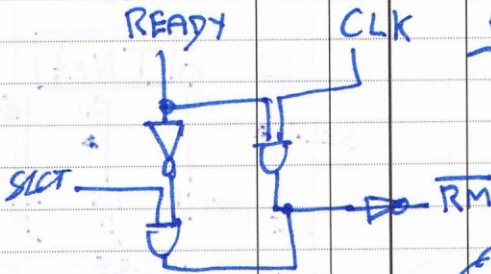
Total

Total

# Cash Account · September

Debit

Credit



AND/INV CIRCUIT

TO RESET

SERVER SENDS A PULSE ON SLCT, TO END COMMS SERVER SENDS A CLK PULSE.

TO RESET

SLCT = 1 AND CLK = 1 THEN RESET

Total

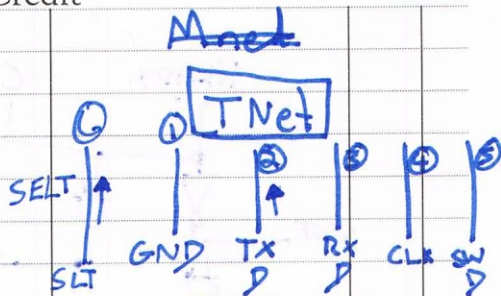
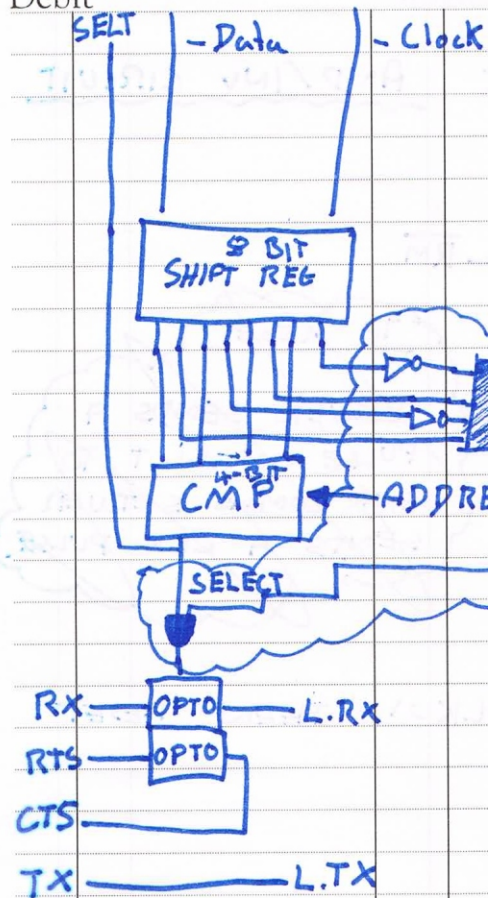
Total

# Cash Account · October

## Packet Switching Network

Debit

Credit



0 = Clear Line  
1 > 15 = Select Terminal

SERVER	TERM
0	DROP
7	*7 Select
SEND/RX	SEND/RX
0	DROP
↓	↓

Total

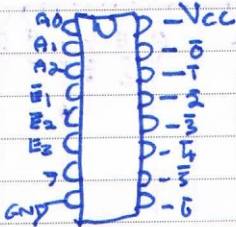
Total

# Cash Account · November

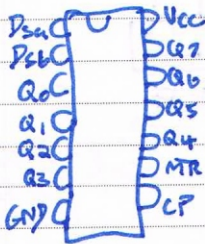
## Chips

Debit

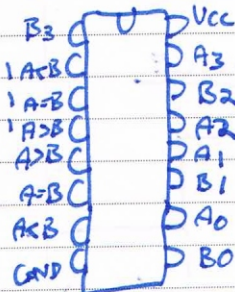
SN74LS138N



SN74LS164N

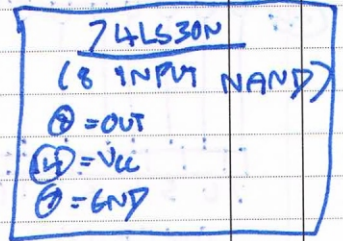


SN74LS85N

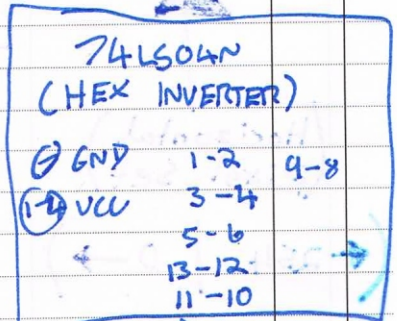


Credit

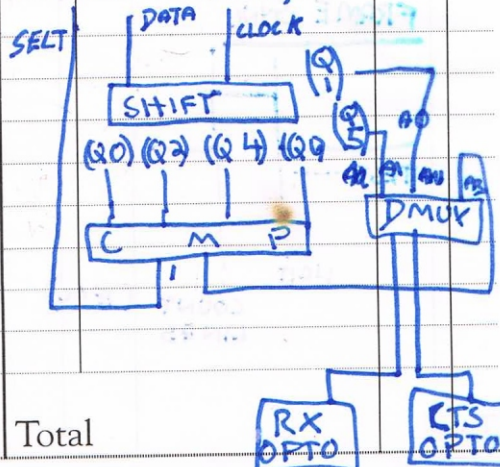
(3 → 8 De-Mux)



(8 Bit Shift Reg)



(4 BIT COMPARATOR)



Total

Total

RX OPTO

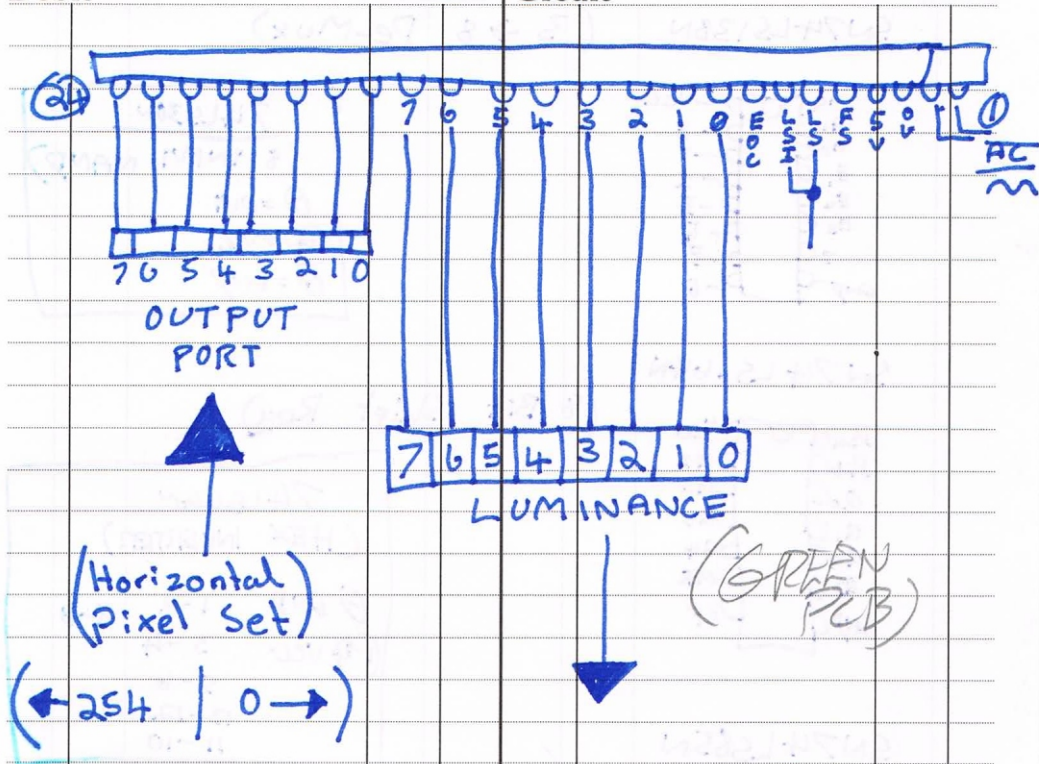
LTS OPTO

## Cash Account · December

Digitiser (MAX 3000 - 255 x 255 B/w)

Debit

## Credit



FRAME SYNC

# LUMINANCE

TEST ----

Test...  
(EOC)

GET LUM

Total

Total

# Annual Cash Summary

## (\* DIGITISER PORT MAP \*)

Balance Brought Forward

(LPT)

January PORT D<sub>0</sub>, D<sub>7</sub> = Horizontal Pixel Set

February (0) Acknowledge = Luminance (0)

(1) Busy = Luminance (1)

March (12) Paper out = Luminance (2)

(13) Select = Luminance (3)

April (15) Error / 14<sup>+</sup> = Luminance (4)

May

June (COM)

July Clear To Send = LS-LINE SYNC / LSI

Data Set Ready = FS-FRAME SYNC

August CARRIER DETECT = ~~XXXXXXXXXXXX~~ EOC

September

FS = 15<sup>+</sup>

October LS/LSI = 16<sup>+</sup>

EOC = 17<sup>+</sup>

November

December

Total

Balance Carried Forward

## Statistical Summary

QUMF

[illegible]

# Notes

(CMAT)

(MET)

200 200 100

100 100 100

LUM

LEU

GRN

DARKEST

(-4, -5 INT)

GRN / WHT

DARKEST

ORANGE

LIGHT

(0 INT)

WHT / BLUE

DIM (-1 INT)

WHT / ORN

DIM (-2 INT)

BLUE

DIM (-3 INT)

FROM

CCPU

LUM

LEU

GRN

GRN / WHT

ORANGE

WHT / BLUE

WHT / ORN

BLUE

MID

LUM

LUM

MID

-2 ✓

-1

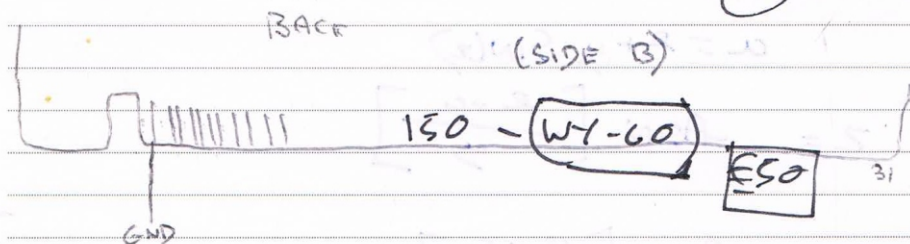
$$a = r + y \sin(z)$$

$$z = -\text{ASIN} \left[ \frac{r-a}{y} \right]$$

$$z = -\text{ASIN} \left[ \frac{r-a}{y} \right] - \pi$$

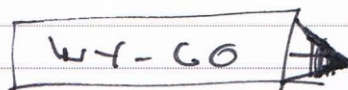
$$z = -\text{ASIN} \left[ \frac{r-a}{y} \right] + \pi.$$

# Notes PC CARD, PIN OUT



① GND	①6
② RESET	①7
③ +5V	①8
④ IRQ2	①9
⑤ -5V	②0
⑥	②1 IRQ 7
⑦ -12V	②3
⑧	②3 IRQ 5
⑨ +12V	②4 IRQ 4
⑩ GND	②5 IRQ 3
⑪	②6
⑫	②7
⑬ TOW	②8
⑭ TOR	②9 +5V
⑮	③0 CLOCK 14.31818MHZ INP
	③1 GND

4-6 years

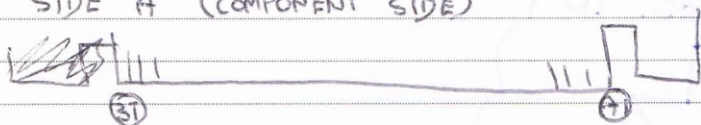


Amber Screen

# Notes

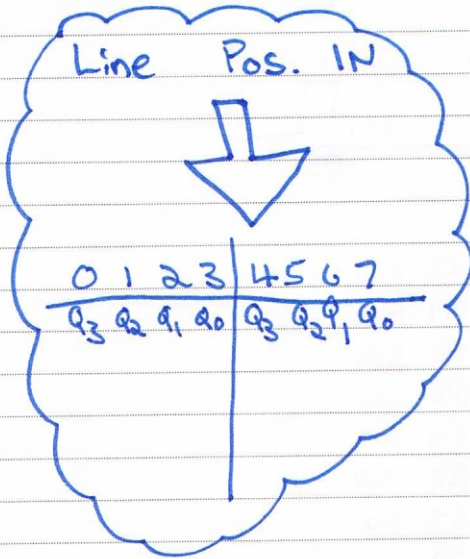
## PC CARD PIN OUT

SIDE A (COMPONENT SIDE)



- |   |     |   |     |
|---|-----|---|-----|
| ① |     | ⑩ | A15 |
| ② | D0  | ⑪ | A14 |
| ③ | D1  | ⑫ | A13 |
| ④ | D2  | ⑬ | A12 |
| ⑤ | D3  | ⑭ | A11 |
| ⑥ | D4  | ⑮ | A10 |
| ⑦ | D5  | ⑯ | A9  |
| ⑧ | D6  | ⑰ | A8  |
| ⑨ | D7  | ⑱ | A7  |
| ⑩ |     | ⑲ | A6  |
| ⑪ | AEN | ⑳ | A5  |
| ⑫ | A19 | ㉑ | A4  |
| ⑬ | A18 | ㉒ | A3  |
| ⑭ | A17 | ㉓ | A2  |
| ⑮ | A16 | ㉔ | A1  |
|   |     | ㉕ | A0  |

~~MAR DC UNIT~~  
MAR DCI



# Addresses & Telephone Numbers

ftp. :/developer/win32dk/  
sdk public /Win32s115a.zip

ftp i/developer/drg/Wing/  
Wing10.ZIP

ftp

.40.81.37916

ftp i//ftp. .com/dirmap.htm

232.1 3081

Dec/Jan 1993/94

WEEK 52

27 Monday

DAY (361-4)

Boxing Day Holiday [UK] [IRL] [CDN]

28 Tuesday

DAY (362-3)

Holiday [UK] [IRL] [CDN]

29 Wednesday

DAY (363-2)

30 Thursday

DAY (364-1)

31 Friday

DAY (365)

1 Saturday

DAY (1-364)

New Year's Day

2 Sunday

DAY (2-363)

2nd Sunday after Christmas

# Memorandum

Willkommen zu die Tnet, es das ein new interface  
zwischen die Benutzer und die coputer.

Da ~~es~~ sind viele auf die Markt.

January 1994

WEEK 1

## True Environment File.

3 Monday

DAY (3-362)  
Holiday [UK] [IRE] [USA] [CAN]

The True Environment file contains all the information required to start up the Command Line shell. This includes:

4 Tuesday

DAY (4-361)  
Holiday [SCOT]

- o COLS
- o LINES
- o TERMINAL INITIALIZATION STRING
- o PWD
- o → (expandable)

5 Wednesday

DAY (5-360)

Δ (Delta) & dw  
127.

The filename of this file is  
Δ Tsh.Dat  
Δ Hidden File. (can not be edited in the normal ways).

6 Thursday

DAY (6-359)  
Epiphany

## User Startup File

This file (is present) is executed before the shell starts proper. Any Aliases, Variables etc. set by this startup program can not be altered afterwards.

7 Friday

DAY (7-358)

The file is just a normal program but the special command  
d' STARTUP (filename) - must be used to specify a new startup file.

8 Saturday

DAY (8-357)

To startup a 'clean shell' you may press the following keys

9 Sunday

DAY (9-356)  
1st Sunday after Epiphany

[CTRL] + [N] + [CTRL] + [O] + [F1]

u

## \* TRUE COMMAND LINE SYSTEM

Commands are either internal or external. External commands are all stored in a set path which also contains a master file which matches the commands to a 'parse code'. Alternatively each command has its own 'parse code' at the last two bytes of its 'COM' file. E.g.

{COM} (Code, Sub-code)

When writing a program the editor looks in the set path for external commands. If a command exists, the editor retrieves the (code and sub-code) and uses these in the source code.

External commands must have sub-codes between (10 and 128). It may have any (code).

If an external does not exist then the editor assumes the keyword is an alias. The priority list is as follows:

- (1) Internal Commands
- (2) External Commands
- (3) Aliases.

# January 1994

WEEK 2

## Memory Image External Commands

10 Monday

DAY (10-355)

Commands must conform to the following standards:

11 Tuesday

DAY (11-354)

o All Input and Output is via the 'transfer area' and

o No input can be assumed except from the original transfer input area, when the command was first executed.

12 Wednesday

DAY (12-353)

o No output to screen, Lpt or any device. (Unless this is the commands ONLY role, i.e., a Lpt command to send data to the printer spooler.

13 Thursday

DAY (13-352)

o Commands may not call other commands.

14 Friday

DAY (14-351)

o Commands must assume their start address to be 516:0000

15 Saturday

DAY (15-350)

o Commands should be less than 64K in length

16 Sunday

DAY (16-349)

2nd Sunday after Epiphany

o When accessing disk/Lpt or other devices, information on the device must be given in the input.

## External Commands For True

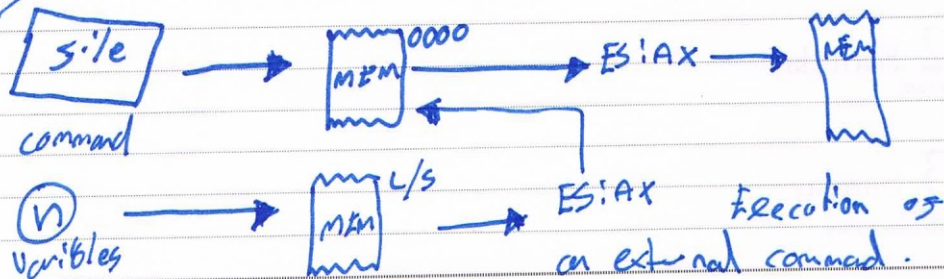
True uses files to pass command line information to the external command. A standard file in the 'External Command Path' is always used. This file contains:

- Process ID (for internal use)
- Variables Padded for Input.
- Variable codes for output
- STDOUT Device for Command
- STDIN Device for Command

## Memory Image Commands

These commands are machine code files which are loaded into memory during execution. Data is passed to these commands by setting the ES:AX to the segment where this program data exists.

Output from the command is also placed at a position within this area. (STDOUT)  
STDIN must be first gathered from the ~~global~~ internal command.



# January 1994

WEEK 3

## 17 Monday

DAY (17-348)  
Martin Luther King Jr. Birthday  
Observance, Holiday [USA]

### Memory image Commands

(continued...)

o Commands must be able to exit successfully, no matter what input they receive.

## 18 Tuesday

DAY (18-347)

o All information required by a command must be supplied upon its execution.

## 19 Wednesday

DAY (19-346)

## 20 Thursday

DAY (20-345)

## 21 Friday

DAY (21-344)

## 22 Saturday

DAY (22-343)

## 23 Sunday

DAY (23-342)

3rd Sunday after Epiphany

## Memory image Commands

When a command executes, it may require 'system' information on such items as the current drive, current printer, terminals ID etc..

A range of such information is made available to all commands at the first 2K of the transient area. Amongst other items this area contains:

- o Current working directory (PWD)
- o Random Number Integer
- o Date
- o MPATH\$, USER PATH\$, DRIVE
- o SPOOLER PATH, FILE NAMES
- o COM PORT for terminal, & setup string
- o COLS, LINES, USER\$, USERID\$, PASSWORD\$
- o Login file, Permissions

NB: These variables may be set by the command, and when execution is complete, the variables are read back into the system.

# January 1994

WEEK 4

## 24 Monday

DAY (24-341)

## 25 Tuesday

DAY (25-340)

## 26 Wednesday

DAY (26-339)

## 27 Thursday

DAY (27-338)

## 28 Friday

DAY (28-337)

## 29 Saturday

DAY (29-336)

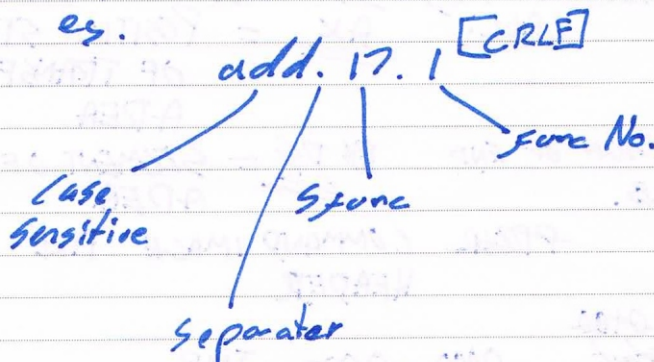
## 30 Sunday

DAY (30-335)

9th Sunday before Easter

## Run List . DAT

This file contains the names of all installed external commands and the allocated functions and sub-functions for them.



Each entry is in ASCII format and are separated by [CR] (13).

The editor 'Tsh' uses this list when establishing which external commands to use.

Jan/Feb 1994

WEEK 5

# Calling/Writing Memory Image Commands

31 Monday

DAY (31-334)

Memory Image Commands are structured as internally defined interrupts. They are allocated on system interrupts, and are executed from this. Therefore they must end with an IRET.

1 Tuesday

DAY (32-333)

CALL: AX = POSITION START OF TRANSFER AREA

BR = POSITION OF END OF INPUT VARIABLES.

#PS = SEGMENT OF TRANSFER AREA.

2 Wednesday

DAY (33-332)

PROGR COMMAND IMAGE FILE HEADER

Where STBA command can start its output variables.

0000 - 0002 JMP

0003 sub func (>10, <128)

0004 func

0005 No. of Input variables

0006 No. of Output variables

3 Thursday

DAY (34-331)

optional

4 Friday

DAY (35-329)

Input variables (in order)  
(1), (2), (3) ~~more~~ - see next page.

Output variables  
(1), (2), (3) ~~more~~ - see next page.

5 Saturday

DAY (36-329)

PROGRAM STARTS HERE.

6 Sunday

DAY (37-328)

8th Sunday before Easter

Offset.

TRANSFER AREA (b/k)3000<sup>H</sup>: 1st variable

SINGLE BYTE (1)

DOUBLE BYTE (2)

STRING. (3)\*

HALF BYTE (4)\*

(4) = Memory Image

32 Bytes input - 32 Bytes output

Output variable information begins at the end of the input variable list. At the end of the last variable for input.

\* For strings - Command files use NULL terminated strings of unspecified length.

⇒ The zone, zone in the header is used during runtime to check the validity of the 'Run List'. The 'Run List Compiler' is a utility which sets these ~~areas~~ variables in all the command files, and maintains a 'Run List' which the Tsh uses when giving an external command.

The Run List compiler will not ~~or~~ change the ~~start~~ commands header unless two identical headers are present.

A standard OBJECT list may be used to set all commands to a set standard. Without this list, programs written under Tsh may be incompatible when using external commands.

February 1994 01993-94

WEEK 6

7 Monday

DAY (39-327)

All data sent is processed according to the clients 'mode'. Two modes exist, 'Real' mode and 'command' mode.

8 Tuesday

DAY (39-326)

command mode

2 BASIC STRUCTURE

1 BYTE  
255

The (255) or 'Escape' character is used to bring the system to command level.

9 Wednesday

DAY (40-325)

A return Byte of (127) is sent from client to acknowledge the mode changing to 'command mode'.

10 Thursday

DAY (41-324)

Real mode

1 BYTE  
255

1 BYTE  
254

127  
ACK

> 0.25 sec, < 0.8 sec

11 Friday

DAY (42-323)

12 Saturday NB: COMMAND MODE CHR (255).

DAY (43-322)

Lincoln's Birthday (1809) [USA]  
Ramadan, First day of

13 Sunday

DAY (44-321)

7th Sunday before Easter

When ever this character is sent the client drops any previous process and responds with an ACK code.

# Memorandum

## Timing

Where data being sent is in string form, each byte must ~~not~~ conform to the following timing for data.

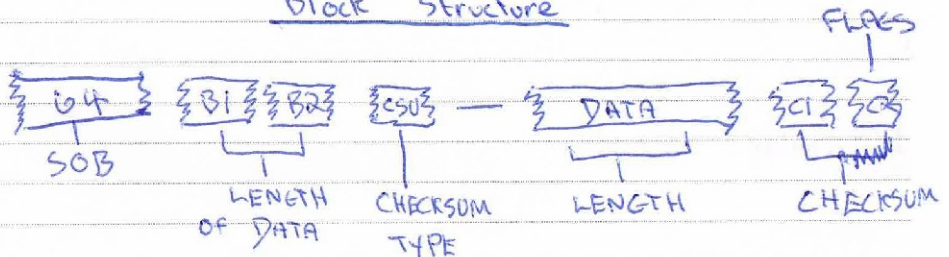


System (Host) must timeout after a period of 1sec if no **ACK** is sent.

Block data must be sent with no more than 0.25 secs. between bytes.

A standard timeout of '0.25' secs. is in operation on all bytes except where acknowledgment is required, where a timeout of 1sec is used.

## Block Structure



NB: NO (255) CHARACTER CAN BE SENT. FOR CHARACTERS OUTSIDE OF THE **DATA** THE **FLAGS** BYTE CONTAINS THE **FLAGS**.

7	6	5	4	3	2	1	0
					L <sub>N1</sub>	L <sub>N2</sub>	CSM

L<sub>N1</sub>, L<sub>N2</sub>, CSM  
WHEN BIT IS '1'  
1 IS ADDED TO  
THE DATA BYTE.

WEEK 7

# BLOCK STRUCTURE

14 Monday

DAY (45-320)  
St. Valentine's Day

LENGTH

MSB  
B1  
LSB  
B2

Total block length is governed by the total values of  $B1 + B2$ . Max. data length is therefore 65000 bytes.

15 Tuesday

DAY (46-319)  
Shrove Tuesday

However because of PSTN transmission methods blocks of more than 8000 bytes should not be used.

16 Wednesday

DAY (47-318)  
Ash Wednesday

LATE AFRT

17 Thursday

DAY (48-317)

18 Friday

DAY (49-316)

19 Saturday

DAY (50-315)

20 Sunday

DAY (51-314)  
1st Sunday in Lent

# Memorandum

# February 1994

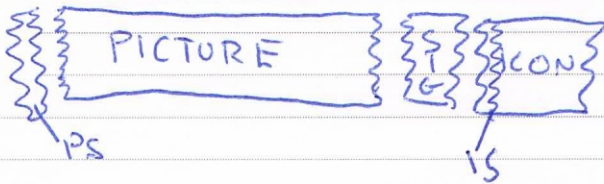
XRE FILE FORMAT

4/3 AR.

WEEK 8

## 21 Monday

DAY (52-313)  
Presidents' Day, Holiday [USA]



## 22 Tuesday

DAY (53-312)  
Washington's Birthday (1732)

EXTENSION = XRE.

## 23 Wednesday

DAY (54-311)

## 24 Thursday

DAY (55-310)

## 25 Friday

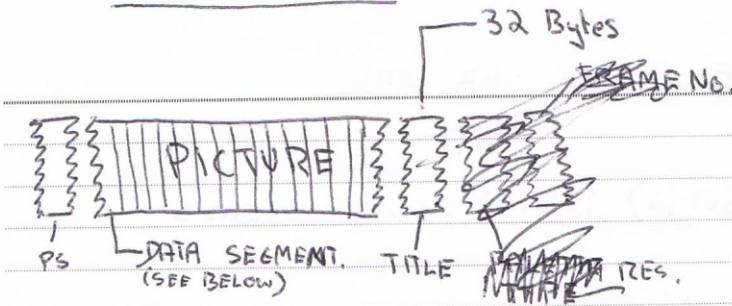
DAY (56-309)  
Purim

## 26 Saturday

DAY (57-308)

## 27 Sunday

DAY (58-307)  
2nd Sunday in Lent

DATA SEGMENT

(0) PALETTE NO. (1) = 255 x RE (2) = C + Y (3) = 255 x RE2.

(1) No. of Lines (200, 400, <sup>760</sup>~~800~~, 1024, 2048)

(2) No. of Pixels (320, 640, <sup>max</sup>~~800~~, <sup>711</sup>~~1024~~, <sup>1351</sup>~~1820~~, 3640)

(3) Frame No. (Only for Motion)

(4) Aspect Ratio (1) = 4/3 (2) = 16/9

(5) Sound Link

(6) Interaction Link

(7) Pause time in ms.

(8) R.

(9) R.

(10) → Frame image

# Feb/March 1994

WEEK 9

VIDEO FUSION MK2 XRE

## 28 Monday

DAY (59-306)

BUF(1), BUF(2), BUF(3) = FRAME STORES

## 1 Tuesday

DAY (60-305)

St. David's Day

[1] DISPLAY BITMAP  
+ [BUF], + [X], + [Y], [EXP]

0 = OVERLAY  
EXP = 1 = PSET, 2 OR, 3 XOR

## 2 Wednesday

DAY (61-304)

[2] DISPLAY RAW TEXT  
+ [BUF], + [X], + [Y], [COLOUR], [FONT]

## 3 Thursday

DAY (62-303)

[3] LOAD BUFFER  
+ [BUF], + [FILENAME]

## 4 Friday

DAY (63-302)

[4] MOVE SCREEN AREA  
[XS], [YS], [XE], [YE], [NXP], [NYP], [EXP]

## 5 Saturday

DAY (64-301)

LOOP:

COUNT = NUMBER OF EXECUTIONS OF THE LOOP

LOOPS = LINE NUMBER OF START OF LOOP.

LOOPE = LINE NUMBER OF END OF LOOP.

## 6 Sunday

DAY (65-300)

3rd Sunday in Lent

AFTER LOOP IS COMPLETED, EXECUTION CONTINUES AFTER THE 'loop' COMMAND.

# Memorandum

[5] GET SCREEN

[XS], [YS], [XE], [YE], [BUF]

[6] GET BUFFER

[BUF], ~~[XS]~~, ~~[XE]~~, [XS], [YS], [XE], [YE], [BUF]  
SOURCE TARGET

[7] FLIP BUFFER

[BUF], [FLAG] FLAG = 1, L $\leftrightarrow$ R / 2 = H $\leftrightarrow$ V

[8] REDUCE BUFFER

[BUF], [XC], [YC], [Z] 0/1 = NORMAL, 255 = MAX

[9] ENLARGE BUFFER

[BUF], [XC], [YC], [Z] 0/1 = NORMAL, 255 = MAX

[10] FILTER COLOURS

[BUF], [KS], [YS], [XE], [YE], [FILTER]

[11] BOX

[BUF], [XS], [YS], [XE], [YE], [COLOUR], [FILL], [FILL COLOUR]

[12] CIRCLE / ELLIPSE

[BUF], [X], [Y], [YSZ], [XSZ], [COLOUR], [FILL], [FILL COLOUR]

[13] SPEED

[SPEED CONSTANT]

[14] LOOP

[COUNT] [GOTO LOOP] [GOTO LOOPE]

# March 1994

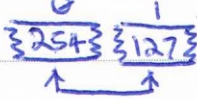
TRUX.

WEEK 10

## TRUX File Permissions

7 Monday

DAY (66-299)



Two Bytes indicate  
this is a Trux  
file.

Notes: Upper and Lowercase numbers  
are distinct.

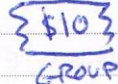
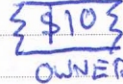
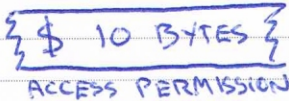
8 Tuesday

DAY (67-298)



9 Wednesday

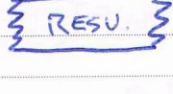
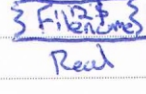
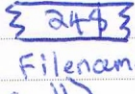
DAY (68-297)



which refer to same  
file.

10 Thursday

DAY (69-296)




(gull)

11 Friday

DAY (70-295)

### MONTH, DAY AND TIME IN FILES

MONTH  ASCII 3 CHR STRING DENOTING  
THE MONTH. Eg. Feb, Jul.

LOB = DAY 0 = SUN 6 = SAT

DAY  MSB = FLAGS

FLAGS = (WEEKLY, MON-FRI, SAT-SUN, MWF)  
7 6 5 4

12 Saturday

DAY (71-294)

TIME  FIRST 4 BYTES = HR\$ + MN\$

LAST BYTE = FLAGS

(AM/PM, (12+1) SUMMER, (12-1) WINTER), 4 → 0  
7 6 5 TIME ZONE

13 Sunday

DAY (72-293)

4th Sunday in Lent  
Mothering Sunday [UK]

# Memorandum

TRUX File structure (ADDED TO FILE HEADER OR STORED IN SPECIAL DESCRIPTOR

254 1 FLG1 FLG2 FLG3 FILE IN THE ROOT OF THE FILES DRIVE / PATH)

\* \$D BTR \$D \$IO FILES CREATED BY TRUX ARE GIVEN INFORMATION IN THEIR HEADER, UNLESS THE FILE HAS A FILENAME GREATER THAN 12 CHRS (OR NON DOS FILENAME)

ACCESS PERMISSION

No. OF Names

OWNER

\$IO 3 7  
GROUP MONTH DAY

\$5 \$24 \$12 \$12 \$1283  
TIME Filename DOS Filename Reserved Path (FDT ONLY)

File:

HD FILE  
↑

Header (see above)

No further search is TRUX finds the (254)(1) combination and no errors occur during header search

? FILE No (254)(1) at start or error sends TRUX into a search for the File Descriptor Table (FDT), which is stored in the Root of this files path. If no FDT exists TRUX creates one, if FDT exists but the filename is not matched then this is appended to the FDT's contents.

The purpose of using both a FDT and File Headers is to enable a degree of portability between users, who use TRUX, and TRUX to external files. In order to prevent both files being listed in the FDT and having their own header, a check is made by the system for the files

March 1994

WEEK 11

TRUX

## File Structure

14 Monday

DAY (73-292)

filename inside the FDT. System cannot erase the file without checking the FDT for other files of the same name, in the same path.

15 Tuesday

DAY (74-291)

## File Descriptor Table (FDT)

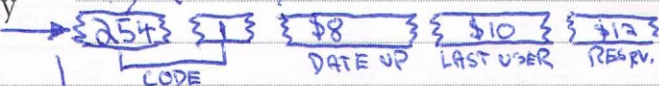
The FDT is stored in the Root using the filename FDT(CHR127).SYS. The 127 chr instructs TRUX not to show the file (Hidden File).

16 Wednesday

DAY (75-290)

HEADER

FDT(CHR127).SYS



⊗ ↓ FILES ENTRIES (SEE ABOVE DATA)

17 Thursday

DAY (76-289)

St. Patrick's Day, Holiday [NI] [IRL]

When the FDT is referenced for a files information, and the system has details of a paths files then checking of erased files with respect of the FDT occurs. FDT entries which no longer exist, are removed from the FDT.

18 Friday

DAY (77-288)

Files which are new to the FDT and have no options specified are given the following default values:

-rw-r--r-- = \$10 ACCESS PERMS

19 Saturday

DAY (78-287)

20 Sunday

DAY (79-286)

5th Sunday in Lent

File DescriptorsTRUX

3 'handles' are open when TRUX is first started  
these are:

R	0 - Standard Input	STDIN
w	1 - Standard Output	STDOUT
R/w	2 - Standard Error	STDERR

# March 1994

WEEK 12

## INTERNAL COMMAND STRUCTURE

21 Monday  
DAY (80-285) **>OUT <IN**

**ARGPARSE!**

**OPS >** Number of arguments

**OPS(n) >** Argument Number (see below)

**OPS\$(n) >** Argument

22 Tuesday  
DAY (81-284)

**COM ARGU <** Number of Args to Search

**COM ARGU\$ <** ARGUMENT CHARACTER T

**COM ARGU L <** length of input.

23 Wednesday  
DAY (82-283)

**OPS(n) =** 1 - STRING

2 - COMMAND ARGUMENT

3 - OUTPUT REDIRECTION

4 - NON DESCRIP

9 - NEWCOMMAND.

8 - ASYNC. COMMAND

7 - Exec. if True / NEW CM

6 - Exec. if False / NEW C

**\* 5 - Operators**

25 Friday  
DAY (84-281)

**\* eg. output/input redirection. May be**

**globbed operators sent to all commands**

**when situated within brackets.**

**-1 REDIRECTED INPUT**

**-2 REDIRECTED OUTPUT**

26 Saturday  
DAY (85-280)

27 Sunday  
DAY (86-279)

Palm Sunday, Pesach

British Summer Time begins, EC Summer Time begins

COMMAND PARSING (INTERNAL)

Eg. { read -r line1; read -r line2; cat; } < foo.bar

Parsing occurs in degenerate stages:

- ① Breakdown line into Braces, Setup the Variables for the Braced segments and parse those segments sequentially.

AREX

eg.

BRE(1) { read -r line1; read -r line2; cat; }

BRE(2) < foo.bar

All BRE(1) commands share the same output destination which in this case is <sup>stdin</sup> ~~foo.bar~~. This is the case unless the command within the brackets/braces is directed explicitly.

- ② Breakdown of commands within the Braces/Brackets. (COMMANDS ARE SEPARATED, OPTIONS DECODED).

Each Breakdown is given a number which is one more than the last Breakdown / command. Execution of commands is done in this order. Any operators outside of the brackets were added to each command.

- ③ ~~All undirected output from each command is stored in the Temporary file KSAT(27).TAM. If no file exists, KSAT(27).TAM is sent to STDOUT.~~

# March/April 1994

WEEK 13

TRE-TERM 940

28 Monday

DAY (87-278)

(27) + (01)

OPEN window.

+ (SY~~2~~12) + (SX14)

+ (LNTIT\$) + (TIT\$)

~~31(27)~~

29 Tuesday

DAY (88-277)

30 Wednesday

DAY (89-276)

31 Thursday

DAY (90-275)

1 Friday

DAY (91-274)

Good Friday

2 Saturday

DAY (92-273)

3 Sunday

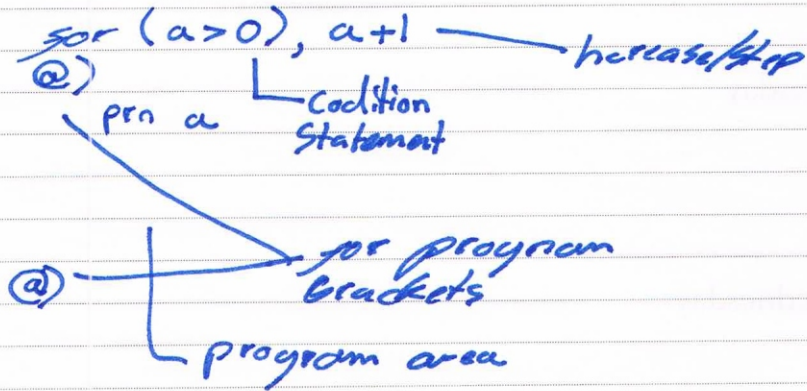
DAY (93-272)

Easter Day

Daylight Saving Time begins [USA] [CDN]

## for loops in C++

The following construct is used in C++ for for loops.



# April 1994

WEEK 14

## 4 Monday

DAY (94-271)

Easter Monday, Holiday [UK]  
(except Scotland) [IRL] [CDN]

## 5 Tuesday

DAY (95-270)

## 6 Wednesday

DAY (96-269)

## 7 Thursday

DAY (97-268)

## 8 Friday

DAY (98-267)

## 9 Saturday

DAY (99-266)

## 10 Sunday

DAY (100-265)

Low Sunday

# Memorandum

# April 1994

WEEK 15

## 11 Monday

DAY (101-264)

set text cursor position

[a7] [y j e f

## 12 Tuesday

DAY (102-263)

[a7] [x k Erase line

[a7] [n ; m Set text mode

## 13 Wednesday

DAY (103-262)

GRAPHICS

[a7] [n c Set text colour (0-255) (adding another variable sets the background)

[a7] [n g c Set graphics colour (0-255)

## 14 Thursday

DAY (104-261)

[a7] [y j e g f Set graphics position

[a7] [n ; n g m set graphics modes

## 15 Friday

DAY (105-260)

• graphics modes (extended)

10 =  $320 \times 200 \times 16$  (6 pages)

12 = ~~320~~  $640 \times 200 \times 16$  (4 pages)

12 =  $640 \times 480 \times 16$  (1 page)

13 =  $320 \times 200 \times 256$  (1 page)

14 = ~~640~~  $340 \times 16$  (2 pages)

## 16 Saturday

DAY (106-259)

## 17 Sunday

DAY (107-258)

2nd Sunday after Easter

# Memorandum

OR FROM CURRENT GRAPHICS POSITION

[27] [y; x<sup>x2</sup>; t] gl Draw line

[27] [y; x<sup>x2</sup>; t] gc Draw Circle / Ellipse

[27] [y<sup>x2</sup>; x<sup>x2</sup>; t] gb Draw Box

[27] [y; x] gp Draw Pixel

(Adding an extra write to any of the above changes their colour)

[27] [n; t] gn change Font

n = Font number

t = Type (Bdd, Italic etc.)

s = size

# April 1994

WEEK 16

## 18 Monday

DAY (108-257)

## 19 Tuesday

DAY (109-256)

## 20 Wednesday

DAY (110-255)

## 21 Thursday

DAY (111-254)

## 22 Friday

DAY (112-253)

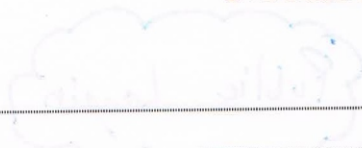
## 23 Saturday

DAY (113-252)  
St. George's Day

## 24 Sunday

DAY (114-251)  
3rd Sunday after Easter

# Memorandum



The following text is extremely faint and mostly illegible due to the quality of the scan. It appears to be a memorandum or a list of items, possibly related to a project or a meeting. The text is organized into several paragraphs and includes some bullet points or numbered lists. The overall tone is formal and professional.

1. [Illegible text]

2. [Illegible text]

3. [Illegible text]

4. [Illegible text]

5. [Illegible text]

6. [Illegible text]

7. [Illegible text]

8. [Illegible text]

9. [Illegible text]

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11. [Illegible text]

12. [Illegible text]

13. [Illegible text]

14. [Illegible text]

15. [Illegible text]

16. [Illegible text]

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87. [Illegible text]

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89. [Illegible text]

90. [Illegible text]

91. [Illegible text]

92. [Illegible text]

93. [Illegible text]

94. [Illegible text]

95. [Illegible text]

96. [Illegible text]

97. [Illegible text]

98. [Illegible text]

99. [Illegible text]

100. [Illegible text]

April/May 1994

WEEK 17

25 Monday

DAY (115-250)

26 Tuesday

DAY (116-249)

27 Wednesday

DAY (117-248)

28 Thursday

DAY (118-247)

29 Friday

DAY (119-246)

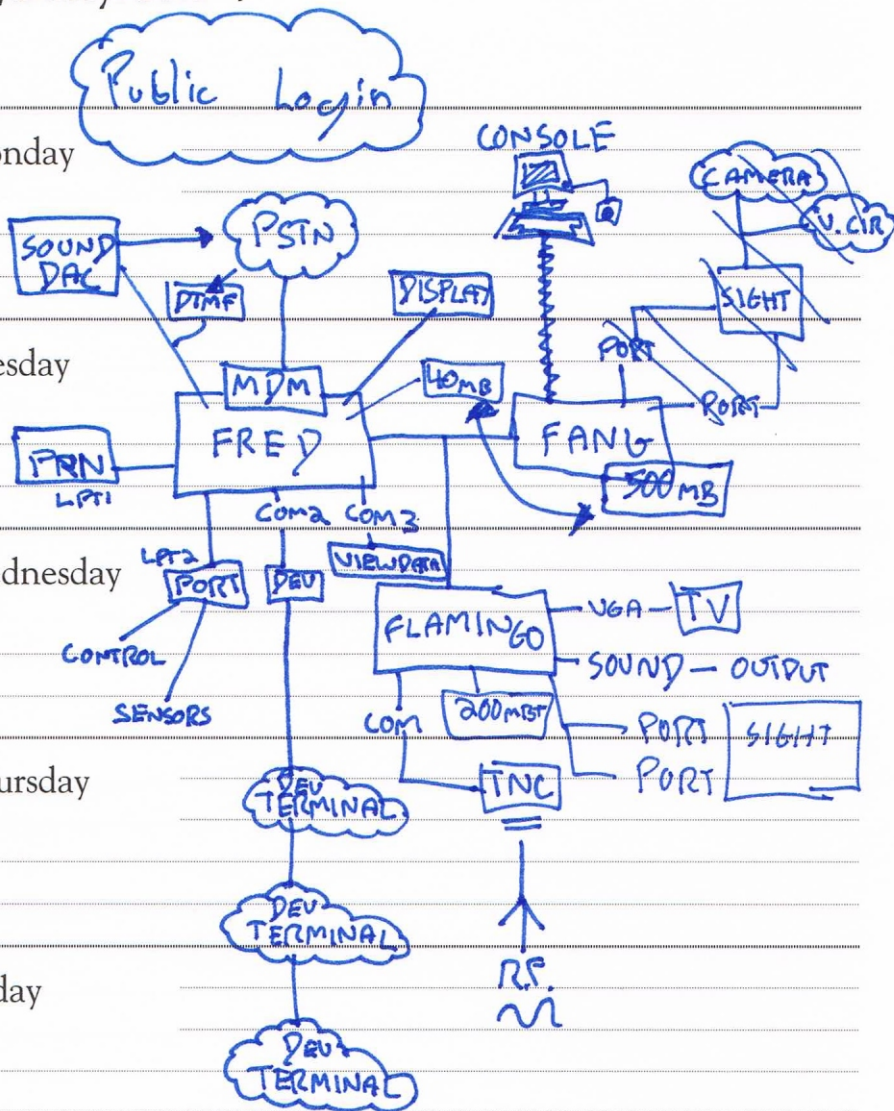
30 Saturday

DAY (120-245)

# 1 Sunday

DAY (121-244)

4th Sunday after Easter



# Memorandum

022 500MB HD - 300  
012 486 33x BOARD - 260  
04MB Memory - 120  
012 V42 BIS Modem Card - 90

\$700 to complete

PSU - 50w &  
needed = 40w.

# May 1994

WEEK 18

## 2 Monday

DAY (122-243)

Bank Holiday [UK]

## 3 Tuesday

DAY (123-242)

## 4 Wednesday

DAY (124-241)

## 5 Thursday

DAY (125-240)

## 6 Friday

DAY (126-239)

## 7 Saturday

DAY (127-238)

## 8 Sunday

DAY (128-237)

Proclamation Sunday

Mother's Day [USA] [CDN]

# Memorandum

MEMORANDUM

MEM

DATE

TO

FROM

SUBJECT

[ ]

1

2

3

May 1994

MCD INTERACTIVE V1.0

WEEK 19

9 Monday

DAY (129-236)

10 Tuesday

DAY (130-235)

*Define Object.*  
[1] All objects are plotted around an origin of  $(0,0)$  and may consist of any number of the following elements

11 Wednesday

DAY (131-234)

1 circle

2 line

3 Box

4 Filled Box

5 Dot/Pixel

6 Random Pixels ( $x_n$ ), area  $n19n2$

7 Area Fill

8 Shade effect 'A'

9 Shade effect 'B'

10 Text (normal system font)

11 Square / ellipse shade

12 Ellipse (circle + Ellip Number)

12 Thursday

DAY (132-233)

Ascension Day

13 Friday

DAY (133-232)

14 Saturday

DAY (134-231)

If algorithm is used ends in CHR 1 else CHR 0 terminates.

15 Sunday

DAY (135-230)

Sunday after Ascension

2.2 Movement [2]

Objects can be assigned an algorithm which is used against a system clock to move the object.

Individual object elements may also be assigned algorithms to make some animation take place.

[3] Set origin (sets <sup>next</sup> object's position)

[2 Byte] [2 Byte]

[4] Set object Number [1 Byte]  
Must be set before the object is drawn.

[5] Set Mode Resolution [1 Byte]

7 = 320, 200 x16  
8 = 640, 200 x16  
9 = 640, 340 x16  
12 = 640, 480 x16  
13 = 320, 200 x255

0 = ~~Ext~~ Text mode  
1 (80x25)  
1 = Text Mode  
2 (40x25)  
2 = Text Mode  
3 (80x50)

# May 1994

WEEK 20

## 16 Monday

DAY (136-229)  
Shavuoth

## 17 Tuesday

DAY (137-228)

## 18 Wednesday

DAY (138-227)

## 19 Thursday

DAY (139-226)

## 20 Friday

DAY (140-225)

## 21 Saturday

DAY (141-224)  
Armed Forces Day [USA]

## 22 Sunday

DAY (142-223)  
Pentecost (Whit Sunday)

Algo: Per Octet Element.

Timing Information 10sec / n

Increasement 10(-127 → 127) per tick

Reference  $x, y$  co-ord

$$\text{Algo 1} = x + inc$$

$$\text{Algo 2} = x - inc$$

$$\text{Algo 3} = x / inc$$

$$\text{Algo 4} = x * inc$$

$$\text{Algo 5} = x + n * \cos(inc)$$

$$\text{Algo 6} = x + n * \sin(inc)$$

$$\text{Algo 7} = x + n * \cos(inc/10)$$

$$\text{Algo 8} = x + n * \sin(inc/10)$$

# May 1994

WEEK 21

## 23 Monday

DAY (143-222)  
Victoria Day,  
Holiday [CDN]

## 24 Tuesday

DAY (144-221)

## 25 Wednesday

DAY (145-220)

## 26 Thursday

DAY (146-219)

## 27 Friday

DAY (147-218)

## 28 Saturday

DAY (148-217)

## 29 Sunday

DAY (149-216)  
Trinity Sunday



# May/June 1994

WEEK 22

30 Monday

DAY (150-215)

Bank Holiday ☐UK

Memorial Day, Holiday ☐USA

31 Tuesday

DAY (151-214)

1 Wednesday

DAY (152-213)

2 Thursday

DAY (153-212)

3 Friday

DAY (154-211)

4 Saturday

DAY (155-210)

5 Sunday

DAY (156-209)

2nd Sunday after Pentecost



June 1994

WY-60 Escape Codes

WEEK 23

6 Monday

DAY (157-208)  
Holiday (JL)

CHARACTER SETS

ESC c D - Select Primary set  
ESC c F - Select Secondary set  
ESC c B Bank - Define Primary set

7 Tuesday

DAY (158-207)

ESC c C Bank - Define Secondary set  
ESC c @ Bank, set - Load font bank with char set  
ESC c 7 Bank - Clear font Bank

8 Wednesday

DAY (159-206)

ESC c A Bank, pp G...b ^Y  
(Define and load font set)  
ESC c N - Auto load font, off  
ESC c O - Auto load font, on  
ESC c m codepage - Select codepage

9 Thursday

DAY (160-205)

Graphics Characters

ESC H l draw - Display graph chr  
ESC H CTRL B - Line draw graphics mode on  
ESC H CTRL C - Line draw mode off

10 Friday

DAY (161-204)  
Islamic New Year (1415)

11 Saturday

DAY (162-203)

selecting Personalities  
ESC " space - entrance mode on  
ESC " . - entrance mode off

12 Sunday

DAY (163-202)  
3rd Sunday after Pentecost

ESC " personality - select it

little 'w'

Display Memory / Split screen

Esc w length - Divide memory into pages  
 Esc w B - Disp Prev. Page  
 Esc w C - Disp Next Page  
 Esc w page - Disp specified page

Esc e A line - split screen Horiz (simple)  
 Esc e 1 line - split screen Horiz Clr (simple)  
 Esc e C line - split Horiz (Adjust)  
 Esc e 3 line - split Horiz Clr (Adjust)

Esc J - Activate upper win  
 Esc 3 - Activate lower win  
 Esc J - Activate other win  
 Esc K - Activate other win

Esc e P - Lower Horiz split  
 Esc e R - ~~Lower~~ Raise Horiz split

Esc w F - Roll up window in page  
 Esc w F - Roll down window in page

Esc e @ - Redesign screen as 1 window  
 Esc e @ - Redesign screen as 1 window clr.

Esc d ( - Autodrag cursor off  
 Esc d ) - Autodrag cursor on

Esc w D - Reposition workspace.

# June 1994

WEEK 24

## 13 Monday

DAY (164-201)

23 = Blank  
22 = Roll square ?

## 14 Tuesday

DAY (165-200)

Flag Day [USA]

## 15 Wednesday

DAY (166-199)

## 16 Thursday

DAY (167-198)

## 17 Friday

DAY (168-197)

## 18 Saturday

DAY (169-196)

## 19 Sunday

DAY (170-195)

4th Sunday after Pentecost

Father's Day [UK] [USA] [CDN]

# Memorandum

Form with horizontal lines for writing.

# June 1994

WEEK 25

## 20 Monday

DAY (171-194)

## 21 Tuesday

DAY (172-193)

Longest Day

## 22 Wednesday

DAY (173-192)

## 23 Thursday

DAY (174-191)

## 24 Friday

DAY (175-190)

St. Jean-Baptiste Day [CDN]  
(Québec)

## 25 Saturday

DAY (176-189)

## 26 Sunday

DAY (177-188)

5th Sunday after Pentecost



# June/July 1994

WEEK 26

27 Monday

DAY (178-187)

28 Tuesday

DAY (179-186)

29 Wednesday

DAY (180-185)

30 Thursday

DAY (181-184)

1 Friday

DAY (182-183)

Canada Day, Holiday [CDN]

2 Saturday

DAY (183-182)

3 Sunday

DAY (184-181)

6th Sunday after Pentecost

# Memorandum

Blank memorandum template with horizontal lines for writing.

# July 1994

WEEK 27

## 4 Monday

DAY (185-180)

Independence Day, Holiday [USA]

## 5 Tuesday

DAY (186-179)

## 6 Wednesday

DAY (187-178)

## 7 Thursday

DAY (188-177)

## 8 Friday

DAY (189-176)

## 9 Saturday

DAY (190-175)

## 10 Sunday

DAY (191-174)

7th Sunday after Pentecost

# Memorandum

TO : \_\_\_\_\_

FROM : \_\_\_\_\_

SUBJECT : \_\_\_\_\_

DATE : \_\_\_\_\_

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

9. \_\_\_\_\_

10. \_\_\_\_\_

11. \_\_\_\_\_

12. \_\_\_\_\_

13. \_\_\_\_\_

14. \_\_\_\_\_

15. \_\_\_\_\_

16. \_\_\_\_\_

17. \_\_\_\_\_

18. \_\_\_\_\_

19. \_\_\_\_\_

20. \_\_\_\_\_

21. \_\_\_\_\_

22. \_\_\_\_\_

23. \_\_\_\_\_

24. \_\_\_\_\_

25. \_\_\_\_\_

26. \_\_\_\_\_

27. \_\_\_\_\_

28. \_\_\_\_\_

29. \_\_\_\_\_

30. \_\_\_\_\_

31. \_\_\_\_\_

32. \_\_\_\_\_

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34. \_\_\_\_\_

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91. \_\_\_\_\_

92. \_\_\_\_\_

93. \_\_\_\_\_

94. \_\_\_\_\_

95. \_\_\_\_\_

96. \_\_\_\_\_

97. \_\_\_\_\_

98. \_\_\_\_\_

99. \_\_\_\_\_

100. \_\_\_\_\_

# July 1994

WEEK 28

## 11 Monday

DAY (192-173)

## 12 Tuesday

DAY (193-172)

Holiday [N]

## 13 Wednesday

DAY (194-171)

## 14 Thursday

DAY (195-170)

## 15 Friday

DAY (196-169)

## 16 Saturday

DAY (197-168)

## 17 Sunday

DAY (198-167)

8th Sunday after Pentecost

July 1994

WIX-60 Escape Codes

WEEK 29

18 Monday

DAY (199-166)

ESC c T = Default all modes  
ESC c V = Save setup modes & non vol  
ESC c W = Save keys as setup & non vol  
ESC c Q = Power On reset

19 Tuesday

DAY (200-165)

01734  
- Wyke Connect

20 Wednesday

DAY (201-164)

80437 personalities  
80338 codes

21 Thursday

DAY (202-163)

22 Friday

DAY (203-162)

23 Saturday

DAY (204-161)

24 Sunday

DAY (205-160)

9th Sunday after Pentecost

# Memorandum

7

# July 1994

WEEK 30

## 25 Monday

DAY (206-159)

## 26 Tuesday

DAY (207-158)

## 27 Wednesday

DAY (208-157)

## 28 Thursday

DAY (209-156)

## 29 Friday

DAY (210-155)

## 30 Saturday

DAY (211-154)

## 31 Sunday

DAY (212-153)

10th Sunday after Pentecost

'if' Conditional Statements

if { value1 > = Value2 }

@) 'Condition True'

@) Else 'optional condition false'

@) 'condition false'

@)

# August 1994

WEEK 31

TRE940-W

## 1 Monday

DAY (213-152)  
Holiday SCOT IRL

Network Protocol for WAN communication  
using the extended TRE940 standard.

## 2 Tuesday

DAY (214-151)

Header - Preceeds all commands

$H+ = \{27\} \{1 \text{ BYTE}\} \{11 \text{ BYTES}\} \{11 \text{ BYTES}\} \{4 \text{ BYTES}\}^x$   
COUNTRY CODE SERVICE ID TERM ID NETWORK No.

## 3 Wednesday

DAY (215-150)

eg. (44) - UK

Voyg.Tre. - Service ID

94-0000-001 - Term ID

FFF0 - Network ID (EPN)

$H+ = \{27\} + H_1 + H_2$   
TX PC RX PC

## 4 Thursday

DAY (216-149)

TRANSFER DATA BLOCK

REQUEST

$H+ \{01\} + \{4 \text{ nB}\} \{L n 2\} + \{4 \text{ Byte}\} + \{4\}$   
checksum

01

Length

Maximum of 64K can be transferred at any one time  
between two computers. Above command  
requests allocation of space from the  
client. Buffer is the 'handle' to which this data will  
be referenced to.

## 5 Friday

DAY (217-148)

## 6 Saturday

DAY (218-147)

ACK  
02

$H+ \{02\} + \{ERR\}$

$\rightarrow 0 = \text{OK TO TRANSFER}$   
(Buffer allocated)

next progress  
from PC

## 7 Sunday

DAY (219-146)

11th Sunday after Pentecost

70 = Error. Std Error.

# Memorandum

TREQ40-W

Transfer Data Block - Send Block

03

4+ 303 + \$\$\$\$

Sends entire Data Block, and waits for **ACKs** from client. Is To. of more than 20 secs - About Trigger.

**ACK CS** Acknowledge Check Sum

04

$$H + \{04\} + \{FLAG\}$$

$L_{00} = OK$  (Perfect sand)

$$70 = \text{Rank } 1 = \text{Re send}$$

2 = Do Not Re send

## Buffer Manipulation

05

Func.

H + 305E + 1B0A2 + 2012 + 20A2 + 241 + 3053 + 14 Byte + 7

$Ln$  = Length to use,  $St$  = start Position

பெரிய

Func = 1 - Fixed Window (create window)

Func = 2 - Update Window

Func = 3 - Store File (create file)

Func = 4 - Update File

func =  $\xi$  - Play Voice Data

Func = 6 - Play MCD Data in window

func = 7 - Email

func = 8

$$f_{unc} = 9$$

4 Bys  
Re Buss  
@ is No  
Request

Func = 10 - System TreeService Direct Access

# August 1994

WEEK 33

TRE-940 - W

Buffer TX to  
34 Byte

15 Monday

DAY (227-138)

H+ 3063 + 34 Byte +  
Buffer Rq

Rqst Buffer

6

Request Buffer to RX from Host.  
In all transactions the first 255 Buffers  
are Reserved. Details below.

16 Tuesday

DAY (228-137)

Buffers Used By System

17 Wednesday

DAY (229-136)

~~01-127~~  
~~01-127~~  
01 - 127 - OPEN FILE LIST / PATHS  
(FILES/PATHS BLOCK)

18 Thursday

DAY (230-135)

0125 - 167 - Window Display  
Information  
(WINDOWS ACCESS BLOCK)

19 Friday

DAY (231-134)

H+ 3073 + 31 Byte Get Free Buffer  
Type

Type 1 = File List

Type 2 = Window

~~Request Buffer closed, or closed  
with a block~~

20 Saturday

DAY (232-133)

Gets next free System buffer available to  
host.

21 Sunday

DAY (233-132)

13th Sunday after Pentecost

## TRE940.W

Files / Paths Block

00 - OFFSET

34 Byte

ID = 255 + 0 + FILPAT

H+

- Sources of Files / Paths

11 Byte

- Remote's Disk Label

1 Byte

- Remote's Disk Drive (0 = Default)

04 Byte

- Current Path

2 Byte

- Total Items

\$\$\$\$

1 Byte

- Attribute (Pos)

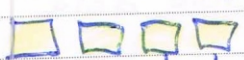
8 Byte

+ 3 Byte - Name

1 Byte

- Attribute (TREESERVE)

Attributes used by Tree Serve



Server Protected



Read Only

Write Only

Single User Protected

1 = ACTIVE

Group Protected

# August 1994

## TREKHO - W

WEEK 34

### 22 Monday

DAY (234-131)

Picture (UN-COMPRESSED) data format

For the Displaying of Bitmapped images in new windows, or as the 'seed' to an MCV datastream.

### 23 Tuesday

DAY (234-130)

This format is for 2D, 255 Colour images. More Colours can be added by multiplying 255 by the **FLAGS REG**

Data Block

### 24 Wednesday

DAY (236-129)

• **10 Bytes** - FLAGS (colour multiplier)

**4 Bytes** - X Resolution

**4 Bytes** - Y Resolution

### 25 Thursday

DAY (237-128)

**1 Byte** - Total Colours (255, 16, 4, 2)

**\$\$\$ \$ \$ \$ \$** - RGB Palette - One Byte

### 26 Friday

DAY (238-127)

<sup>100 Bytes</sup>  
**100 Bytes** - Title of Picture

**1 Byte** + **\$\$\$ \$ \$ \$ \$ \$ \$** - Picture data  
Background colour

### 27 Saturday

DAY (239-126)

Data may be compressed in the following way:

**Data** → **Encode** → **Compress** → **TX**

### 28 Sunday

DAY (240-125)

14th Sunday after Pentecost

**RX** → **De-Compress** → **Decode** → **Data**

## TRE940-w

$\boxed{255} + \boxed{255} = \text{Encode Mode. Otherwise data is sent 'Raw' to screen.}$   
 $+ \boxed{\text{MODE}}$   
 1 Byte

NB.  $\text{MODE } 0 = \text{Raw Mode}$

$(2 \times 255 = 510)$   
 ~~$(255 + 255 + 255)$~~   
 $(255 + 255 + 255)$

Mode 1 (Full colour encode)

$\boxed{1 \text{ Byte}} = \text{Length} + \boxed{1 \text{ Byte}} = \text{Data (colour)}$

Mode 2 (16 colour encode) - (Full)

$\boxed{16 \text{ Bytes}} \quad 0 - 15 \text{ colour Map}$

$\boxed{1 \text{ Byte}} + \boxed{1 \text{ Half Byte}} + \boxed{1 \text{ Half Byte}} + \boxed{1 \text{ Byte}}$   
 Length  $\uparrow$   $\uparrow$   $\uparrow$   $\uparrow$   
 $\boxed{Ln}$

Mode 3 (16 colour encode) - (Half)

$\boxed{1 \text{ Half Byte}} + \boxed{1 \text{ Half Byte}}$   
 Length Colour

(Uses mapping as above if 255 colour Pic)

Mode 4 (2 colour encode) - (Full)

$\boxed{1 \text{ Byte}} - 0 \text{ map} \quad \boxed{1 \text{ Byte}} - 1 \text{ map}$

$\boxed{127} + \boxed{1 \text{ BIT}}$   
 Length Colour

Aug/Sept 1994

TRE440-W

WEEK 35

29 Monday

DAY (241-124)

Holiday [UK] (except Scotland)

Mode 5 (2<sup>nd</sup> colour encode) - Half

1 Byte 0 map 1 Byte 1 map

30 Tuesday

DAY (242-123)

3 BITS + 1 BIT + 3 Bits + 1 bit  
Length colour Length colour

31 Wednesday

DAY (243-122)

Mode 6 Detail (Pattern Encode)  
(FULL COLOUR)

1 Byte 1 Byte x Ln 1 Byte  
Length of Pattern Colour Set up Mapping Map to store as

1 Thursday

DAY (244-121)

Mode 7 Detail (Pattern Encode)  
(16 colour)

0-15 Palette Map

2 Friday

DAY (245-120)

1 Byte 1 Byte x Ln 1 Byte  
Length of Pattern Half Byte Map to store as

3 Saturday

DAY (246-119)

4 Sunday

DAY (247-118)

15th Sunday after Pentecost

## IRE 940-W

Mode 8 Detail (Pattern Encode) - 2 colour

{Byte 13} 0 - Pal. Map      {Byte 1} 1 - Pal map

{1 Byte} + {6x1 Bit} + {1 Byte}  
Length      x length      store for Pattern

Mode 9 Display Pattern Store

{Byte 13} = Map to display

Displays a stored Map at current position.  
Cursor is then increased by Patterns length.

Mode 10 Line Sync

~~Pos~~ Fills rest of line with current colour and places cursor at  $X=0$ ,  $Y=Y+1$ . Line Sync automatically occurs when  $X = \text{Max value}$ .

Mode 11 Home

Places cursor at  $X=0$ ,  $Y=0$

Mode 12 Mac Cursor

{4 Bytes} x Pos      {4 Bytes} y Pos

WEEK 36

TRE 940-W

5 Monday

DAY (248-117)  
Labor Day, Holiday [USA] [CDN]

Mode 13

0 = Cancel, 1 = 1 bit

Expand cursor downwards.

{ 1 Byte } total expansion  
= (1000000, 1000000, etc.)

Every new pixel plotted to screen will be plotted on (n) pixels below the current pixels cursor.

6 Tuesday

DAY (249-116)  
Rosh Hashanah

Mode 14 Copy line/block

{ 4 Bytes }

x pos

{ 4 Bytes }

y pos

{ 4 Bytes }

x len

{ 4 Bytes }

y len

7 Wednesday

DAY (250-115)

{ 4 Bytes }

copy to x

{ 4 Bytes }

copy to y

Copys an area of already received material to another part of the display.

8 Thursday

DAY (251-114)

Mode 15 Rotate Line

x Pos

{ 4 Bytes }

{ 4 Bytes }



x Rot +

9 Friday

DAY (252-113)

Rotates line by (n) pixels added to the 'x' plane. Data leaving Right of screen is displayed on the left of the line.

10 Saturday

DAY (253-112)

Mode 16 Skip Pixels

{ 4 Bytes }

No. to skip.

x ► Moves in 'x' plane only.

11 Sunday

DAY (254-111)  
16th Sunday after Pentecost

Used primarily in MCU, each when sending information after the 'seed' frame has been received.

TRE 940 - W

MODE 17

3D Support Services 1

{1 Byte}

\$\$\$N...

Sub-Command

1 = Copy entire frame to Right Hand frame. (2D)  
 (sent at end of transmission for 2D images)  
 (Used in 3D imaging, MOW mode 1)

2 = Copy block in frame to Right Hand frame.

{4 Byte}

X POS  
(LH)

{4 Byte}

X POS  
(LH)

{4 Byte}

X LEN

{4 Byte}

Y LEN

{4 Byte}

X POS  
(RH)

{4 Byte}

Y POS  
(RH)

3 = Copy Item within colour range to Right H frame.

{4 Byte}

X POS LH

{4 Byte}

X POS LH

{4 Byte}

X LEN

{4 Byte}

X LEN

{4 Byte}

X POS  
RH

{4 Byte}

X POS  
RH

{4 Byte}

COLOUR MIN

{4 Byte}

COLOUR MAX

MODE 18

Aspect Ratio Select Services

{1 Byte}

{4 Byte}

FLAGS

X POS

0 = 4:3

1 = 16:9

→ Movement in 4:3 display  
 for 16:9 image

# September 1994

WEEK 37

TRE 940 ~ W

12 Monday

DAY (255-110)

0 = ACK +

1 Byte

Ref

+ 1 Byte

TreeServe internal functions

Err = 0  $\Rightarrow$  No Error

13 Tuesday

DAY (256-109)

1

OPEN FILE

1 Byte Reference

~~REFERENCE~~

4 Byte Buffer with files details in.

14 Wednesday

DAY (257-108)

4 Byte

Offset. to FILES/PATHS block

4 Byte

Buffer for File I/O

15 Thursday

DAY (258-107)

Yom Kippur

2

Read File

1 Byte

Reference

8 Byte

Position (0 = From last)

4 Byte

Length (64K max)

16 Friday

DAY (259-106)

17 Saturday

DAY (260-105)

3

Write File

1 Byte

Reference

4 Byte

Position (0 = From last)

18 Sunday

DAY (261-104)

17th Sunday after Pentecost

4 Byte

Position

## 4 CLOSE FILE (Frees up Buffer)

{1 Byte} Reference

## 5 Set Drive / Path for DIR to Host

{1 Byte} Ref

{4 Byte} Buffer with File/Path Block

{4 Byte} Offset to File/Path Block

## 6 Erase File(s)

{1 Byte} Ref

{4 Byte} Buffer with File/Path Block

{4 Byte} Offset to File/Path Block

## 7 Copy file (Does not erase original)

{1 Byte} Ref

Source file

{4 Byte} Buff

{4 Byte} Off

{4 Byte} Buff

{4 Byte} Off

Target Path / Drive

September 1994

WEEK 38

## File Attributes

19 Monday

DAY (262-103)

List of all files which have special TreeServe Attributes associated with them, is stored in the same path as its files.

20 Tuesday

DAY (263-102)  
Sucooth

FILENAME - CHR\$(255) + 'TSAT' + CHR\$(1) + CHR\$(255) + '.TS' + CHR\$(255)

NB: (127) CHR can be used to screen ~~some~~ files from some lists.

21 Wednesday

DAY (264-101)

## Block structure

{ 2 BYTE } { 255 } + { 02 } (10)

\$b... { 11 Byte } (Filename)

22 Thursday

DAY (265-100)

{ 1 Byte } Attribute

{ 11 Byte } Owner (or creator)

23 Friday

DAY (266-99)

24 Saturday

DAY (267-98)

25 Sunday

DAY (268-97)

18th Sunday after Pentecost  
EC Summer Time ends

For group owned files the 11 Byte 'Owner' ID is the name of a created 'group ID' on that files server / terminal.

A list of Terminals which are part of this group are held in the Root + \system path and can only be changed by the Terminal / server which holds the file. (No remote access).

## Group List File

FILENAME - CHR(255) + 'TSGP' + CHR(127) + CHR(255) + '.TS' + CHR(255)

## Block Structure

{ 2 Bytes } { 255 } + { 03 } (ID)

~~{ 2 Bytes } { 255 } + { 03 } (ID)~~

~~{ 2 Bytes } { 255 } + { 03 } (ID)~~

~~{ 2 Bytes } { 255 } + { 03 } (ID)~~

{ 11 Byte } Group ID

{ 2 Bytes } No of members

{ ~~11~~ 11 Byte } Term ID of Member (n)

WEEK 39

26 Monday

DAY (269-96)

27 Tuesday

DAY (270-95)

28 Wednesday

DAY (271-94)

29 Thursday

DAY (272-93)

30 Friday

DAY (273-92)

1 Saturday

DAY (274-91)

2 Sunday

DAY (275-90)

19th Sunday after Pentecost

# Memorandum

3. money left of hand  
1/2 of 100 = 50  
100 - 50 = 50

100

(100 - 50 = 50)

50/100 = 50%

50/100 = 50%

no. of items in box

50/100 = 50%

50/100 = 50%

subject

name

(the time to go to school) 10/100 = 10%

10

10

(30/100) 70% 10 - 10

(30/100) 50% 10 - 10

(30/100) 50% 10 - 10

(30/100) 50% 10 - 10

(30/100) 50% 10 - 10

10/100 = 10% 10/100 = 10% 10/100 = 10% 10/100 = 10%

# October 1994

WEEK 40

## 3 Monday

DAY (276-89)

Used to find frame if  
sync is lost or  
file is corrupt.

## 4 Tuesday

DAY (277-88)

4 Byte  
Run in code  
(00, 255, 254, 00)

## 5 Wednesday

DAY (278-86)

2 Byte  
X pos

2 Byte  
Y pos

## 6 Thursday

DAY (279-85)

1 Byte  
Command

1 Byte  
Function

2 Byte (Length of Data which follows)  
Length

## 7 Friday

DAY (280-83)

Commands

01

01

01

00

(PSET IMAGE) + Length

01

01

(XOR IMAGE)

01

02

(OR IMAGE)

01

03

(AND IMAGE)

## 8 Saturday

DAY (281-84)

02

00

(MOVE AREA)

## 9 Sunday

DAY (282-83)

20th Sunday after Pentecost

2 Byte X2 2 Byte X2 2 Byte Mx 2 Byte My

# Memorandum

03 - 00 (Text output)

DAT:

- 1 Byte - Colour
- 1 Byte - Background colour (255 = Transparent)
- 1 Byte - X size
- 1 Byte - Y size
- 1 Byte - Use Font\* (0 = No font)
- 1 Byte - Effect 1
- 1 Byte - Effect 2
- 1 Byte - Sub Text Function (not used)

{1 Byte} - String Length

{ \$\$\$\$ } - ASCII Text String for output.

# October 1994

WEEK 41

## 10 Monday

DAY (283-82)  
Columbus Day Observed, Holiday [USA]  
Thanksgiving Day, Holiday [CDN]

04-00 Play Sound

DAT = Digitised Sound Data.

## 11 Tuesday

DAY (284-81)

04-01 Repeat Current Sound

04-02 Sound Off

04-03 Store Sound to Buffer

DAT 51 Byte = Buffer

## 12 Wednesday

DAY (285-80)

04-04 Retrieve Buffer

DAT 51 Byte = Buffer.

## 13 Thursday

DAY (286-79)

## 14 Friday

DAY (287-78)

## 15 Saturday

DAY (288-77)

## 16 Sunday

DAY (289-76)  
Last Sunday after Pentecost

## 05-00 Interactive Services

01 - Key Press

DAT = KEY TO SCAN (~~0 = RESET~~)

+ { 2 Byte } (0 = RESET)

<7 DIRECTION OF SYNC TO CONTINUE WITH.

02 - SCREEN SELECT

DAT = { 2 Byte } { 2 Byte } { 2 Byte } { 2 Byte }

X<sub>1</sub>

X<sub>1</sub>

X<sub>2</sub>

X<sub>2</sub>

{ 2 Byte } (0 = RESET)

<7 DIRECTION OF SYNC TO CONTINUE WITH

03 - FAST OPTION / WINDOW BUTTON

DAT = { 1 Byte } option Number

{ 1 Byte } Length

{ 2 Byte } (0 = RESET)

<7 DIRECTION OF SYNC TO CONTINUE WITH

{ \$\$\$\$ } STRING FOR OPTION NAME

October 1994

WEEK 42

17 Monday

DAY (290-75)

## Loop Statements

~~if~~  
~~ifn~~ Value1 < Value2 .and. [I] = n  
(.inc. Value [n])  
(.dec. Value [n])

18 Tuesday

DAY (291-74)

The Tsh has no proper 'for' loop statements. Instead the 'if' and 'ifn' commands are used as loops by placing an increment statement, such as:

19 Wednesday

DAY (292-73)

~~if a < 10 .inc. a [I]  
{  
Prn a  
Prn 'and still counting.'  
}~~

20 Thursday

DAY (293-72)

The above would execute the instructions while the condition (a < 10) remains true. Multiple increase/decrements may be used such as:

21 Friday

DAY (294-71)

~~ifn a > 0 .and. b < 10 .inc. b [I]  
.dec. a [I] .d. a [0] .d. b [I]~~

The additional commands for the if statements include:

22 Saturday

DAY (295-70)

~~if~~ .inc. - Increase value  
.dec. - decrease value  
.d.\* - ~~set~~ ~~value~~ initialise value

23 Sunday

DAY (296-69)

9th Sunday before Christmas  
British Summer Time ends

~~Must appear at the end of the statement.~~ Must appear at the end of the statement.

## Conditional Statements

If Value1 < Value2 .and. [2] = n

- Searches for the next 'E' for the 'true' condition and if false will either goto the next 'EE' in the current 'E-3' segment or continue execution after the end of the current segments '3'.

Ifn Value1 < Value2 .and. [2] = n

- Searches for the next 'E' for the 'true' condition, and if false will continue execution at the command ~~at~~ immediately after the 'Ifn'. With a true condition execution continues at the end of the 'E-3' segment.

'E' = Beginning of 'True' Segment

'EE' = Beginning of nested 'False' Segment

'3' = End of Segment

'E' = \$func 2, func 1

'EE' = \$func 2, func 2

'3' = \$func 2, func 3

# October 1994

WEEK 43

24 Monday

DAY (297-68)  
United Nations Day

25 Tuesday

DAY (298-67)

26 Wednesday

DAY (299-66)

27 Thursday

DAY (300-65)

28 Friday

DAY (301-64)

29 Saturday

DAY (302-63)

30 Sunday

DAY (303-62)  
8th Sunday before Christmas  
Daylight Saving Time ends [USA] [CDN]

Loop functions

Tsh has no 'for' statement, instead 'if' statements are used with certain special extensions which make loop control possible.

$\text{if } d. n [0] \text{ inc. } n [1] \text{ } n < [10]$   
└──────────┘ └──────────┘ └──────────┘  
define counter condition

Note that the order must be ~~into~~ the same as shown above, but multiples of either any of the 3 main areas of the function are possible.

Also note that you may 'nest' loop functions as shown below:

```

if d. n [0] inc. n [1] n < [10]
{
  if d. p [5] dec. p [1] p > [0]
  {
pro n, p
    pro n, p
  }
}

```

You may nest upto 24 individual loops at any one time. Each '3' will return control to the function in use previously.

lfn statement may also be used for loops.

November 1994

WEEK 45

# Tnet Switching Network.

7 Monday  
DAY (311-54)

8 Tuesday  
DAY (312-53)  
Election Day [USA]

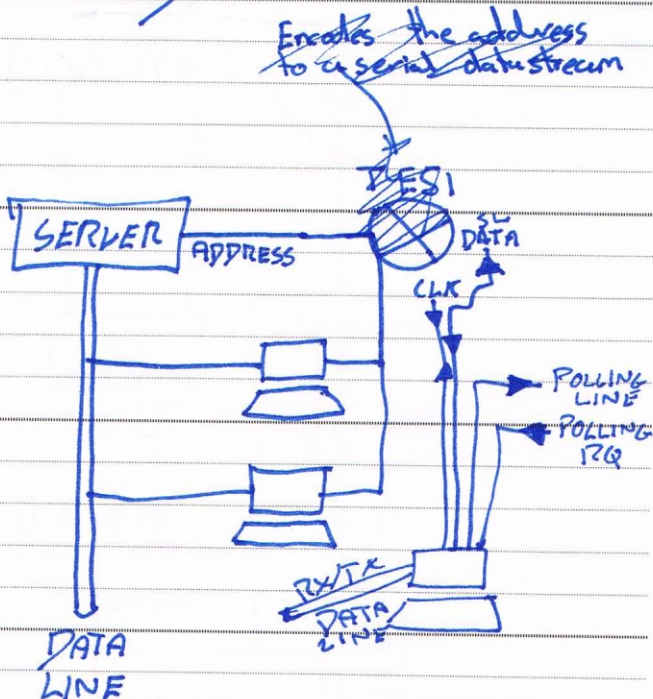
9 Wednesday  
DAY (313-52)

10 Thursday  
DAY (314-51)

11 Friday  
DAY (315-50)  
Veterans' Day, Holiday [USA]  
Remembrance Day, Holiday [CDN]

12 Saturday  
DAY (316-49)

13 Sunday  
DAY (317-48)  
6th Sunday before Christmas  
Remembrance Sunday [UK]



## FOR A TERMINAL REQUESTING TO SEND

- ① Check to see if 'polling line' is low
- ② Pull up Polling line and wait to be sent an address with the 'polling request' line low.

(WAIT 10ms)

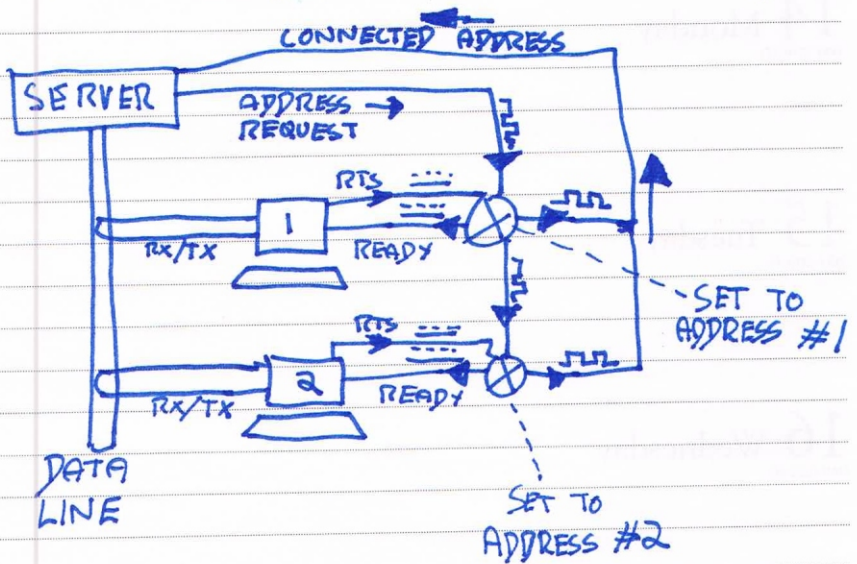
- ③ Send your address, ~~check~~, keeping polling request line high.

(WAIT 10ms)

- ④ On receiving ~~your~~ ~~low~~ address again with the 'polling request' line low send all data from terminal, not dropping 'polling line' until RTS goes low.

● Note: Drop 'polling line' after 2 secs and the RTS is sent.

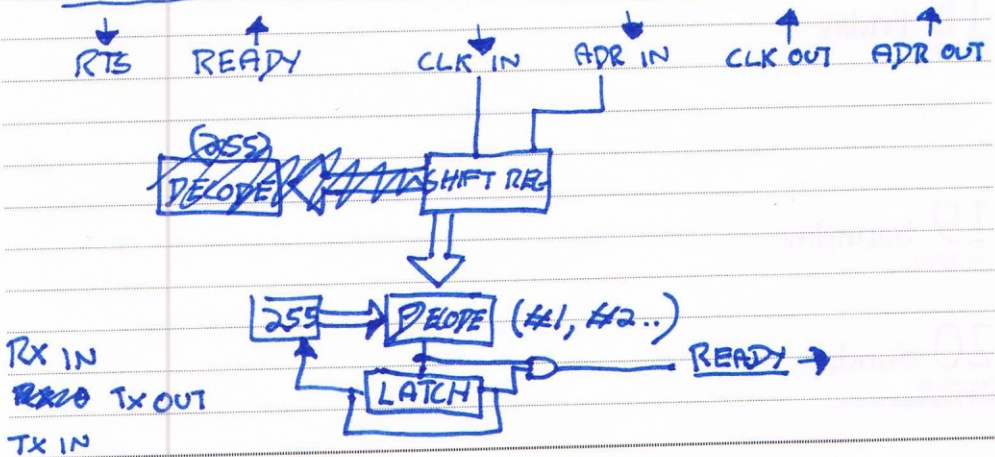
## TAS (TWIN ADDRESS SWITCHING)



0 PROVIDES UP TO 256 (+1 IDLE CONDITION) CONNECTIONS TO TERMINALS

0 ENSURES CONNECTION TO THE RIGHT TERMINAL

### BLOCK DIAGRAM OF A TAS SWITCH.



# November 1994

WEEK 46

## 14 Monday

DAY (318-47)

## 15 Tuesday

DAY (319-46)

## 16 Wednesday

DAY (320-45)

## 17 Thursday

DAY (321-44)

## 18 Friday

DAY (322-43)

## 19 Saturday

DAY (323-42)

## 20 Sunday

DAY (324-41)

5th Sunday before Christmas



November 1994

WEEK 47

21 Monday

DAY (325-40)

\*Terminal Server - On During Working hours only

22 Tuesday

DAY (326-39)

\*Gore - On when in use only

\*Access - Always on, each unit takes a 1 hour break in early hours.

23 Wednesday

DAY (327-38)

24 Thursday

DAY (328-37)

Thanksgiving Day [USA]

25 Friday

DAY (329-36)

26 Saturday

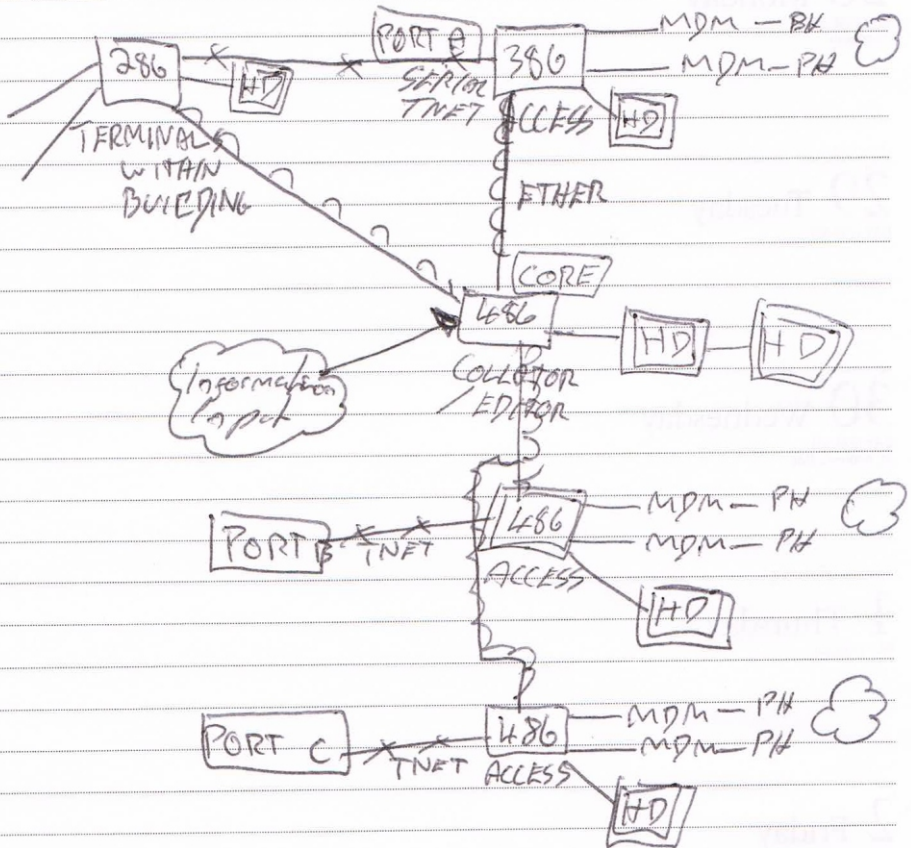
DAY (330-35)

27 Sunday

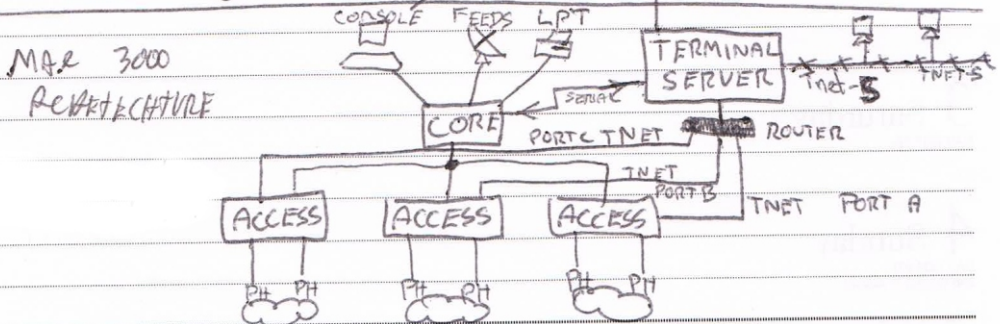
DAY (331-34)

1st Sunday in Advent

# Memorandum



## C Line System



# Nov/Dec 1994

WEEK 48

## 28 Monday

DAY (332-33)  
Chanukah

## 29 Tuesday

DAY (333-32)

## 30 Wednesday

DAY (334-31)  
St. Andrew's Day

## 1 Thursday

DAY (335-30)

## 2 Friday

DAY (336-29)

## 3 Saturday

DAY (337-28)

## 4 Sunday

DAY (338-27)  
2nd Sunday in Advent



# December 1994

WEEK 49

5 Monday

DAY (339-26)

6 Tuesday

DAY (340-25)

7 Wednesday

DAY (341-24)

8 Thursday

DAY (342-23)

9 Friday

DAY (343-22)

10 Saturday

DAY (344-21)

11 Sunday

DAY (345-20)

3rd Sunday in Advent

# Memorandum

NF2000 TCP Packet Driver

Default address

0x60 11 300

Hardware Interrupt

December 1994

WEEK 50

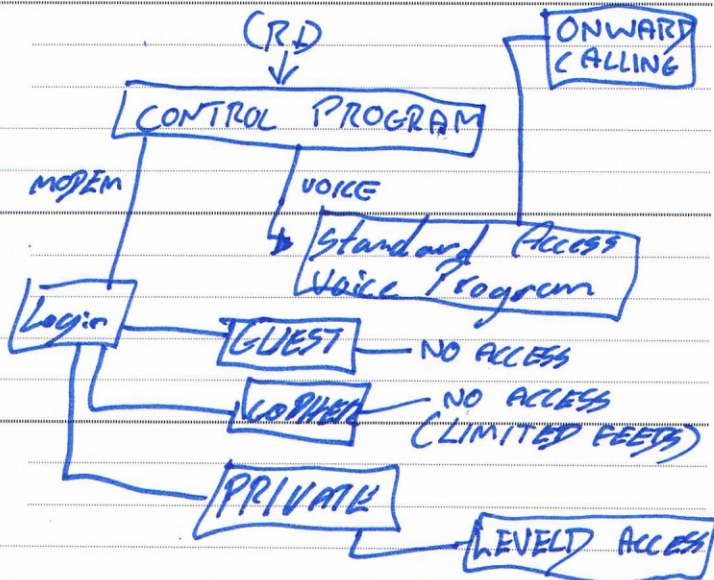
12 Monday

DAY (346-19)

PSN Operation  
Modem → Control Program  
Voice →

13 Tuesday

DAY (347-18)



14 Wednesday

DAY (348-17)

15 Thursday

DAY (349-16)

16 Friday

DAY (350-15)

17 Saturday

DAY (351-14)

18 Sunday

DAY (352-13)

4th Sunday in Advent

# Memorandum

DATE: 10/10/2023

PAGE: 01

TO: Mr. [Name]

FROM: Mr. [Name]

SUBJECT: [Subject]

[Faint, illegible text follows, appearing to be a memorandum body with several lines of text.]

[Faint, illegible text continues, appearing to be the bottom portion of the memorandum body.]

# December 1994

WEEK 51

SERVER ACT.

19 Monday

DAY (353-12)

GRAPHICS WORKSTATION

COM1

ETHER

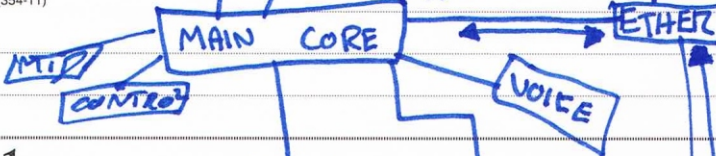
LPT

TV FREEZ

COM1

20 Tuesday

DAY (354-11)



21 Wednesday

DAY (355-10)

STATUS DISPLAY

TERMS

22 Thursday

DAY (356-9)

Shortest Day

EXT CORE

ETHER

HD

MODEM

VOICE

PSTN

23 Friday

DAY (357-8)

o Printer is redirected to COM port of (any) to COM ports of the Main Core. Any data sent over this link which has no loader is sent directly to the Main cores (Printer & speaker.)

24 Saturday

DAY (358-7)

o Applications on the (any) can use the Main Cores HD as a external drive (with restrictions).

25 Sunday

DAY (359-6)

Christmas Day

INFORMATION, is transferred by either directly copying the file, or by sending a 'Request File'.

- Eg.
- 1) Check whether @INUSE.DAT Exists.
  - 2) Check Process ID of @INUSE.DAT is the same as @ACK.DAT. (CREATE A TIMEOUT OF 1MIN FOR THIS) - To prevent a RESET/CRASH from causing system failure.
  - 3) Send @INUSE.DAT which amongst other items will contain the following:
    - o Terminal ID of sender.
    - o Address and files path of where to send results
    - o Filename and path of the command file.
    - o Command Details
  - 4) Send Command File.
  - 5) Wait for @ACK.DAT file to be created.
  - 6) Wait for results.

Dec/Jan 1994/95

WEEK 52

26 Monday

DAY (360-5)

Boxing Day, Holiday ☐ ☐ ☐ ☐

27 Tuesday

DAY (361-4)

Holiday ☐ ☐ ☐

28 Wednesday

DAY (362-3)

29 Thursday

DAY (363-2)

30 Friday

DAY (364-1)

31 Saturday

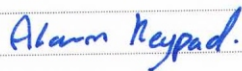
DAY (365)

1 Sunday

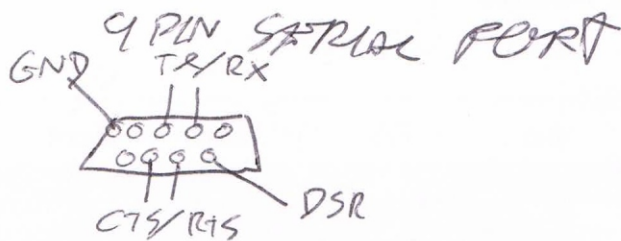
DAY (1-364)

1st Sunday after Christmas  
New Year's Day

---


$$\begin{array}{r} 4.5v \\ \hline 5v \end{array} \quad \begin{array}{r} 1.5v \\ \hline 1.5v \end{array}$$

- Movement PIR OUTPUT.



2, 3 - TX, RX

7, 8 - CTS, RTS

6 - DSR

5 - GND

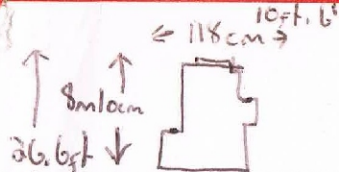
1 - DTR

# Year Planner

	Jan	Feb	March	April	May	June
Monday					1	
Tuesday					2	
Wednesday		1	1		3	
Thursday		2	2		4	1
Friday		3	3		5	2
Saturday		4	4	1	6	3
Sunday	1	5	5	2	7	4
Monday	2	6	6	3	8	5
Tuesday	3	7	7	4	9	6
Wednesday	4	8	8	5	10	7
Thursday	5	9	9	6	11	8
Friday	6	10	10	7	12	9
Saturday	7	11	11	8	13	10
Sunday	8	12	12	9	14	11
Monday	9	13	13	10	15	12
Tuesday	10	14	14	11	16	13
Wednesday	11	15	15	12	17	14
Thursday	12	16	16	13	18	15
Friday	13	17	17	14	19	16
Saturday	14	18	18	15	20	17
Sunday	15	19	19	16	21	18
Monday	16	20	20	17	22	19
Tuesday	17	21	21	18	23	20
Wednesday	18	22	22	19	24	21
Thursday	19	23	23	20	25	22
Friday	20	24	24	21	26	23
Saturday	21	25	25	22	27	24
Sunday	22	26	26	23	28	25
Monday	23	27	27	24	29	26
Tuesday	24	28	28	25	30	27
Wednesday	25		29	26	31	28
Thursday	26		30	27		29
Friday	27		31	28		30
Saturday	28			29		
Sunday	29			30		
Monday	30					
Tuesday	31					

## ROOM MEASUREMENTS

1995



July	Aug	Sept	Oct	Nov	Dec	
						Monday
	1					Tuesday
	2			1		Wednesday
	3			2		Thursday
	4	1		3	1	Friday
	5	2		4	2	Saturday
	6	3	1	5	3	Sunday
	7	4	2	6	4	Monday
	8	5	3	7	5	Tuesday
	9	6	4	8	6	Wednesday
	10	7	5	9	7	Thursday
	11	8	6	10	8	Friday
	12	9	7	11	9	Saturday
	13	10	8	12	10	Sunday
20	14	11	9	13	11	Monday
1	15	12	10	14	12	Tuesday
2	16	13	11	15	13	Wednesday
3	17	14	12	16	14	Thursday
4	18	15	13	17	15	Friday
5	19	16	14	18	16	Saturday
6	20	17	15	19	17	Sunday
17	21	18	16	20	18	Monday
18	22	19	17	21	19	Tuesday
9	23	20	18	22	20	Wednesday
0	24	21	19	23	21	Thursday
1	25	22	20	24	22	Friday
2	26	23	21	25	23	Saturday
3	27	24	22	26	24	Sunday
4	28	25	23	27	25	Monday
5	29	26	24	28	26	Tuesday
6	30	27	25	29	27	Wednesday
7	31	28	26	30	28	Thursday
8		29	27		29	Friday
9		30	28		30	Saturday
0			29		31	Sunday
1			30			Monday
			31			Tuesday

Programming by Charlotte Greenwood

Programming.

It's everywhere, so at an early age  
after a spell with electronics  
finding it too physical and here and past  
found programming; meta-physical  
in the here and after and before  
depending; depends.

Creative female creations.

Perhaps one day will I be as flexible  
as programs should.

Within this {now}

A57M

dataday 1994